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■ ISSUE 3

■ MARCH 1993

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This month we've got playing guides for **BOMB BAZOOKAS** and **STREET FIGHTER II**, as well as some excellent **GOBLINS 3** tips. There's also the tips directory, so you can find these fun little shortcuts with ease.



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ABC

READ ALL ABOUT IT



Perhaps, what is month? Making the transition from a bi-monthly to a regular monthly, although welcome, isn't as simple as it may sound. We've worked our fingers to the bone — playing Street Fighter 2 — to bring you this issue... hope you think it's been worth the effort.

On the software front things have never been better in the Amiga sphere, with totally top-notch games arriving all the time. One thing that has concerned us recently, though, is the spate of reviews appearing in other Amiga mags rating games that are way off completion.

Have the software houses been granting 'special favours' to our rivals, while stringing us along with a pack of lies? It would appear not. It's an often-stated policy of many mags that only finished games get reviewed — but how often is that truly the case?

This month, for example, Romagosa Software kindly invited me to their London HQ to see how work was progressing on the Bitmap Brothers' next, The Chase Engine. Although nearly all the game has now been coded, unfortunately Romagosa, only about 30% of it had been assembled into playable levels, but I was welcome to have a look anyway maybe we'd like to preview it? Well, yes, we would... but how many other newspapers/magazines will test what they've seen as the basis for a full review? The wait and wonder.

Meanwhile, we'll stick to our principles and damn the deadlines. Sure it's nice to get a scoop once in a while (like we did with Kinship's last issue), but we're not prepared to compromise our integrity — or yours! — just to be the first mag on the shelves to feature the latest big release.

May The Force Be With You.

Steve Shickle
— Managing Editor

Steve

Does anyone remember the BBC kids' programme, Playdays (successor to Playschool)? It was only a matter of time before someone snapped up the concept, and here it is — in all its educational glory (what? that? — Ed).

Although it won't be of great interest to most AMIGA FORCE readers, we thought it was worth a mention 'cos it's so well done. They've ditched the usual all-top-linear approach and opted for random responses to add a little variation. It's

joytick or mouse-controlled, and there's a total of 13 separate games included so boredom isn't something three to eight-year-olds (the intended age range) will complain about. It's set the loving parent back £24.99 and is far more practical (although perhaps not as satisfying) than shooting your young ones through the head with a revolver with view to quietening them down.

A IS FOR AMIGA FORCE

IT ALL GOES TO SHOW...

Have you ever been to a computer show and found you'd rather help build a Lego village instead? Perhaps you ought to take a trip down to Earl's Court during 25-26 March this year. Not only is there a wicked conglomeration of all things gamery (namely the Ideal Electronic Games Show), there's also the Daily Mail Ideal Home Exhibition, both events being available for a single admission fee. Here you're invited to help build the world's biggest Lego tower, as well as join for gold in the reconstructed Canadian Last Lamon gold-mining town. So if you like a little diversity in your shows, perhaps you should save the £4 (if you're classed as a child) or £7 (if you're a wrinkle like us).

However, don't blow your wad too soon — why not save some spendable for the 7th International Computer Show? With over 150 exhibitors from Europe and the USA, there'll be a wide range of both existing and newly launched software for trial and purchase. Tickets are priced at £6 on the door (£5 in advance) and those financially less solvent (such as students, children and OAPs) get in for £4 (£3 in advance). It's being held on 15-21 February in Hall 1, Wembley Exhibition Centre.

Alternatively, if you can only attend one event this year, why not come see the AMIGA FORCE crew at the Live '93 mega-spectacular? More info in a future issue...

Building with Words



ideal home plus

TICKETS TO RIDE!

Computer shows are taking over the world. Seriously, you can't go anywhere these days without bumping into some sort of software demonstration. But if you like visiting them, this is the bit to read. We've got ten pairs of tickets for the Ideal Electronic Games Show to give away to anyone smart enough to answer the following question:

■ Which monastic residence could benefit from a few hints and tips on redecoration and fire prevention?

Answers on a postcard to: IT ALL GOES TO SHOW, AMIGA FORCE, European Impact, Ludlow, Shropshire SP16 1JW. As the event happens on 25-26 March, we'll be judging and sending out the prizes on March 15th. So, as Fred Porfin would say, 'Book early'.



STICKS... AND A LOG?

Konik, renowned for their excellent hand-held joysticks, have just launched the Speeding analogue version. For those of you unfamiliar with this concept, analogue joysticks can be moved varying degrees in each direction, giving greater subtlety of movement. This makes them indispensable for flight and racing simulations.

However, don't expect it to increase your *Zaxxon* scores. Because of the radically different design, the analogue joystick will only work with software written to accommodate it. A few examples of these are *FMS Strike Eagle II* (Microprose) and *Mig 29* (Domark). These have built-in routines that allow your special stick to give the extra control you'd expect.

Don't be disappointed if you wanted the traditional Speeding — it's still available through both Konik and all good computer-retail outlets. There's also the Navigator — again, a hand-held stick but with a different, pistol-grip design.

All three sticks handled remarkably well through the extensively playtesting we forced on them, assisting our God-like gaming abilities to the maximum. As, for the cost, expect the analogue Speeding to set you back £14.99, the traditional model £12.99, and the Navigator £15.99. However, you could just enter this month's competition (page 50) and attempt to win one of the 100 sticks Konik are giving away!

With the new Amiga A1200 on the shelves, we thought we'd find out just what software support the machine could look forward to. An all-afternoon session on the old dog-and-bone still didn't secure firm commitments (or otherwise!) from the whole industry, but here's an alphabetical roundup of what many luminaries had to say on the matter.

Accolade's Alan Waterman was first on the phone, and he helpfully told a tale of woe. It's not that Accolade won't be supporting the A1200, but that "...after *Worlock* we probably won't be supporting the Amiga at all. Although the game will be A1200 compatible, it looks likely to be our last release on the format — we're now

concentrating on PC and console product," he confirmed, adding, "That's one of those things that can happen when you're an Americanised company". However, of course, that our respective shores the point seems to have gone cartridge crazy, and that perhaps the parent company aren't too concerned about the welfare of its poor Brits. (Sigh)

Mike Cole from Atlanta Software was as charming as ever when he happily confirmed "Yes, we'll support the A1200. Being one of the smaller software houses who don't really commission directly as such," he pointed



BASKET CASE

Williams have always scored highly in the eyes of the coin-jumping arcade fraternity, with their machines invariably landing on the right side of quality. This time, they seem to have planned for originality and novelty value as their main development criteria.

Called *The Hothead*, this mini basketball game resembles a pinball table, and plays like one of those punting games you see at the fair. Punching the button on the front panel launches the ball in the direction of the basket, although careful timing is required to execute accurate three-point shots and other such moves.

Another gimmick is the addition of 'win cards' — little receipt-like slips that inform you of your score and performance. This seems like a great idea to us, as we've all had friends doubt the occasionally astronomical scores you can get (usually when there's no one watching to back you up afterwards).

All in all it's a strange contraption, but somehow we don't think there'll be an Amiga conversion. It's worth at least one go if you see it, though — it only to remind yourself not to play it again...



Before booting...



...check peripherals...



...and eliminate interference.

out, "we have to wait and see what our various programmers come up with. I will say this, though," he stressed, "...all future Atlantis releases for the Amiga must be compatible before we'll release them." And you can't say fairer than that.

Atlantis's spokesman Oli Dennis was typically vague about the whole question, simply stating "We're not doing much floppy stuff for the next few months. No firm decision has been made, however, and we're still assessing the situation." Make of that what you will, all we'll say is: where is that copy of *Dark Is The World* you promised, and when exactly will *Alien 3* be completed?

As helpful as ever, *CodeMasters*' Richard Eddy proclaimed "Cooles will do their best to ensure that all games are compatible, while A1200-enhanced versions will be taken advantage of as the products are developed." Richard also added that, although "...no firm plans to develop A1200-only software are about right now, we are looking into the possibility."

Another Richard, this time *Core Design*'s enigmatic Mr. Barclay, had this to offer: "Compatible? Well, to the extent that all our new games will be compatible, yes! Although at this stage, dedicated A1200 programs are only something we're thinking about..."



Cocktail Wajzer's Emma Kreuz remained charming despite a crackling cross-channel phone link. The Paris-based software house had, she said, "...no plans ahead. But that doesn't mean we won't," she was at pains to point out. "We're still waiting to see what happens. *Goldmine 3* will be out by the end of the year and logically that will be compatible." But what she couldn't tell us was how many it'll be apart in the title!

Simon Jeffrey painted a very rare picture of the 1200's future from his hide-out deep within the bowels of *Electronic Arts*' HQ: "A special 1200-only version of *Demase Plant IV* is already complete," he enthused, "and our next game — *Synthesize* from programmers Bullfrog — will be available in May... in two different regions! So yes, we're right behind the machine." Good news indeed, says us.

A martial Marissa from team *Enigma* chuckled "All our games will be compatible, but every one of our programmers is sleeping off the effects of the last American software convention so I'll have to phone back with firm details!" Cheers, Marissa.

Head torches Colin Courtney confirmed *Flair Software*'s commitment to the new A1200 with these words: "Yes, definitely. *Trois* and *Euro Soccer* will be our first two compatible releases and, yes, we're seriously looking into the situation regarding A1200-only product."

Good news too from *Galendium*'s dynamic Dave Birch: "We'll be teeing off with a 1200-only version of *Nick Fabbro*," he quipped, "and we're already two more A1200-only games underway: a role-player called *Seventh Sacred* (D'Mendora) and, later on, a motor racing game." Dows, our breath is bated, must!

Joe Sweeney's Deborah (was) also had encouraging news, "Although our next two releases won't be compatible — they were developed before firm details of the A1200 were available — all later releases will be. Regarding A1200-only games, yes, we will be producing some... probably! Nice one, Deb, and we bet they'll be the best games games in the world... probably!"

Millennium's Product Development Manager, Tony Pageimer, can't get enough of the A1200: "It's an excellent machine, just great!" he roars (and, let's face it, he should know what he's talking about). But what about games, Tony? "Well, all our new releases will, of course, be fully compatible, while we're still looking into the prospect of dedicated A1200 stuff." Fairly Nuff! Simulation experts *Mongoose* would, you'd think, be able to fully use the A1200's capabilities. Our friend Emma of the *Microprose* HQ is inclined to agree — "...but we're waiting for the Hard Disk version of the machine to become available before committing ourselves. When it does, though, we'll most certainly

support it to the full." We can't wait to see the fruits of their labour...

One of the country's largest — and richest! — software houses, *Coscan*, had about the best news of all. First off, *Pan Cosmograph* (who looks after their *Sageant* releases) told us: "We'll make all our *HS Squad* releases compatible where possible, and from now on we'll be putting stickers on every new release detailing just which Amigas the games will run on." Which is all well and good, but then Ludovic, *Coscan's* PR supreme, had even more to say: "As it's such an excellent machine," he informed us, "from March onwards ALL our new releases will be developed on it. We've been using Super Hitenduo until now, but the A1200 has a higher resolution, is so much better all-round, and from March all games will appear on the Amiga before any other format." Jolly good show, *Coscan*! — You'll have those console creeps snarling on the other side of their pocket-marked faces!

Finally, late in the day, we managed to pin down *Nemagade's* Andy Haine. "The games we're currently working on are unlikely to be compatible," he said, "although all our future releases will be." But what about *Gemsdale Soccer* (the A-Team's all-time favourite game)? we asked? Will you do a special A1200-only version? Or go on? "You'll just have to wait and see..." Was the tantalising response.

So there you have it. We haven't talked to everyone in the industry yet, but this was only ever intended as an initial low-in-the-water type thing and, as such, we feel that giving the sampler it may well be worth a dip.

So far we've seen nothing apart from the A1200-only version of *Galendium's* *Joel*. A great game in the first place, the company put a detailed security backdrop behind the action in the 1200 edition which, despite looking very pretty and showing off the machine's technical excellence, we feel just gets in the way! Rules and spoken are hard to spot against the background, making progress frustrating, and the different sound effects and samples (making use of all that extra memory) don't seem to fit the action quite as well as they should. They still sound amazing though!

As and when the A1200 gets more software of its own, we'll keep you updated. Good or bad, average or mediocre, you can be sure of one thing — we'll tell it like it is!

SOCCER KID

SOCCER KID HAS REACHED MEDIO IN HIS SEARCH FOR THE MISSING WORLD CUP.....

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MASTER BLAST

There's nothing quite so satisfying as blasting things to bits reckons Ben The Boffin, games tester for Channel 4's brilliant Big Breakfast, although terrorising your neighbourhood with a Kalashnikov is liable to get you into trouble! Instead, why not relieve your frustration on one of Ben's top twenty shoot-'em-ups of all time (unless you live next door to Jeremy Beadle, of course!)?



THE BIG BREAKFAST

10

AP ■ MARCH 1993 ■

APIDYA

■ Play Byte

Forget fly-spray, killing creepy-crawlies is much more fun in this horizontal scroller. And the baddies are the real stars of the show. Wasps buzz around the screen, snakes climb up and down plant stalks, giant bugs pour out hundreds of bullets, and sting beetles even throw their squiddy balls — we're used to getting all kinds of y'm thrown at us in shoot-'em-ups but this is ridiculous! Anyway, it all makes a refreshing change from the usual spaceships and aliens, and the plant-filled backdrop are a lot more attractive too, though stray bullets can be hard to spot.

Power-ups are essential to get anywhere. Collecting flowers dropped by dead bugs highlights the next most powerful weapon icon at the base of the screen. You can either select the current power-up, or collect more flowers for a better one.

Beautifully presented and incredibly competitive, Apydia's a game to really bug you.



BLASTEROIDS

■ Kixx

This updated Asteroids adds a neat cooperative two-player mode and a much better long-term challenge. This entails clearing each of up to 16 sectors per galaxy. These contain various enemy ships, and different sorts of asteroids, including expanding 'popcorn' ones and others



BLOOD MONEY

■ Sizzlers

As with many good two-player games, Blood Money features co-operation to beat the baddies, but also competition to collect the cash they leave behind. This is spent in the regularly appearing shops to buy all manner of multi-way missiles, energy, and lives.

The horizontal scrolling occasionally switches to vertical, forcing you to squeeze through pulsating gates. Despite the slow pace, the sheer number of enemies and gun emplacements make life difficult for our sluggish craft.

Each of four levels has a unique look and feel, enhanced by a change of transport: helicopter,

submarine, jetpack and spaceship. You even get a choice of two starting levels, but completing just one is an epic challenge.



containing beaches which home is on your ship!

A choice of three ships and a host of power-ups make things more interesting. The latter include a cloak of invisibility and the spectacular Repeler which spins your ship, emitting streams of fire. Two players can even dock their ships together for extra power. Good fun.



FIREFORCE

■ ICE

■ The horizontally scrolling, run-and-gun action's reminiscent of the ancient *Green Beret*. Shootouts with enemy soldiers are realistic, with your gearster diving for cover from rolling grenades and gunfire. You can't go blasting mud like Rambo, as ammo's very limited — more (and extra weapons) can be found by searching detail boxes, or exploding buildings. Tension's further increased by a tight time limit.

12 missions range from an assassination to blowing up a bridge. First you must select the right equipment from the armory: containing guns, rocket launcher, grenades, etc.

It's a great game for those who like more thought to their blasting. A Save Character option adds long-term appeal.



ERS



INSECTS IN SPACE

■ 21st Century

■ Possibly the most attractive main sprite ever, St Helen's a big girl, and none too modest with it. However, the up-front graphics are overshadowed by compulsive *Defender*-style gameplay.

On each wraparound, horizontally scrolling level, babies are under attack from nasty bees. You must prevent them from picking up and stinging the little tots.

A twist is provided by the double nature of the levels: there are two landscapes (the top one upside down), each containing five babies. So you must scroll up and down to patrol both areas — a useful aid here is the warp (costed by holding down fire): fly into it and it transports you to where a baby is being grabbed.



Shoot a bee while it's carrying a baby, and the latter drops back to earth — catch the little nugget before it splits! You can either return it to safety, or collect several babies before flying into a warp (while pressing fire) to collect a weapon power-up or ship several levels. It's all incredibly addictive.



FEATURE



JIM POWER

■ Loricel

■ This ultrastick platform shoot-'em-up features stunning parallax scrolling of incredibly colourful backdrops, excellent character animation, plus a scintillating Chris (Turner) Hildesley soundtrack. The muscular hero emits some wonderful grunting speech as he collects gun power-ups and bonuses. The latter include clocks to top up the time limit, temporary shields, and keys to open doors.

As well as wild beasts, birds, and dragons, there's a plethora of traps: acid drops, falling barrels, spikes, and flames are all lethal. It all looks very pretty, and the platform-leaping blasting's pretty addictive too. Add to that alternate jet-pack flying levels and eye-popping end-of-level guardians to annihilate and you wind up with an excellent blast.



LLAMATRON

■ Shareware

■ Jeff Minter's animal fixation continues in this bairnsworder, based on the RoboCop coin-op. Your llama fires its lasers at the weird baddies (Coke cans, exploding hedgehogs, Hula puppets) which soon fill the screen. The llama is automatic firing enables you to fold down fire to lock its direction, so you can shoot a different way to the one faced.

Not only is there a great two-player mode, but you can even be assisted by a computer-controlled robot! Wherever way you play, it's pure psychosis! (Psychodelic too — but mayhans. The primitive graphics and outrageous, stumped sound effects add to the fun.



MIDNIGHT RESISTANCE

■ The Hit Squad

■ An accurate conversion of the classic coin-op, this military romp is another enjoyable two-player game. Knocking out enemy tanks while leaping over platforms and crawling along narrow passageways is great fun. The ability to rotate your gunfire 360° by holding down fire and moving left/right makes control tricky at first, but adds an extra dimension to the action.

The scrolling backdrops look a little washed out, but there are some nice large armoured cars and tanks, requiring loads of hits to kill. Weapon power-ups come in handy here, including a flame-thrower, smart-bomb, missile launcher, and assorted multi-way gunfire. These aren't collected, but unlocked from their end-of-level cabinets using keys dropped by dead baddies.



PROJECT-X

■ Team 17

■ This no-nonsense horizontal scroller has waves of aliens pouring onto the screen — shoot 'em all to reveal a power-up. Collecting one highlights the next more powerful weapon/tech at the base of the screen, as in Asterix you can choose to collect what's on offer or wait for a better one. Speed, guns, missiles, plasma, side-guns, magnets and lasers can all be improved several times.

At first, the game's very tough, as you try to kill lightning-fast enemies with basic gunfire. Collect some decent weaponry, however, and it gets slightly easier. Be warned, though, spotting enemy bullets is tougher when the screen's checkered with explosions. And when you die, some firepower's lost.

An acknowledgement of the game's toughness is the autofire option and easier rookie mode: a good introduction to a fast and truly furious shoot-'em-up.



R-TYPE

■ The Hit Squad

■ Though technically outstripped by more recent contenders, this old favourite's playability is hard to beat. Most impressive is the range of power-ups, most of which can be used simultaneously. Gradually arming yourself to the teeth adds much to the appeal.

Much of the game's strong tactical element involves using your beam weapon (by holding down fire) and protective drone to full effect. The latter can attach to your ship's front or rear, or be sent forward to knock out enemies — especially those vicious end-of-level fighters.





ST DRAGON

■ Klax

■ Not a bad version of the obscure coin-op, this horizontal scroller's main novelty is the dragon under your control. It looks more like a snake with its curling, bullet-deflecting tail. With clever maneuvering you can kill this tightly around the dragon's head for near invulnerability.

If you can resist this temptation, it's a far old blast with attractive backdrops and scoreslots of enemies. Most impressive are the large looping chestnuts and spectacular end-of-level crashes — the first one's a laser-opting bull!



SWIV

■ Klax

■ The best vertically scrolling shoot-'em-up of all, this is pure frenzied blasting from start to finish. A cracking two-player mode adds even more explosive mayhem: the amount of things happening on-screen simultaneously is

incredible. One player flies a chopper which can easily fly all around the screen, firing forwards. Though his comrade's jeep can fire in any direction, it has to avoid deadly ground obstacles and cross bridges over ravines etc.

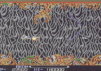


SILKWORM

■ Tronix

■ This brilliant horizontal scroller features well-designed levels and a great two-player mode. As in the later *Star*, this is made more interesting by the different vehicles: one player pilots a helicopter, the other drives a jeep. The latter is less manoeuvrable, but compensates somewhat with the ability to rotate the gun in a 180° arc.

Even so, it's harder playing the jeep — unless your comrade helps out by shooting some of the ground-based enemies. Mind you, there are more than enough aerial foes to keep both players busy, and on later levels the action erupts into total destructive mayhem. Devastatingly addictive.



STAR RAY

■ Logotron

■ This golden oldie is parallax scrolling and sampled sound FX aren't so amusing nowadays, but the *Defender*-style gameplay's as enjoyable as ever.

Far from being a fast-and-furious blast, *Star Ray* relies more on tactical, skilful shooting to prevent alien ships landing on your generators



As well as providing superlative graphics and sound, the technical excellence extends to an innovative continuous de-accessing system. So there's no time to take a breather between levels; it's nonstop action all the way, on one vast landscape! And all for under a tenner.



and sucking them dry. Mindless blasting gets you nowhere, destroying power-ups and disintegrating bombs into dangerous tiny pieces. Contact with enemies and bullets rapidly depletes your energy — you only have one life, so you've got to be careful.

The slow game pace may not appeal to some, but it's well-designed and by no means easy. Well worth the five asking price.

TURRICAN

Klax

Never has a hero been so well equipped! Turrican's weaponry includes grenades, mines, energy lines, gunfins and that famous laser sword which rotates 360°. Power-ups bestow extra lives, temporary invulnerability, and rock-rebounding multi-way fire.

All this firepower is needed to deal with the baddies which swarm all over the epic, multidirectionally scrolling levels. Different weapons come in useful for defeating different enemies, but you need the lot to kill the massive end-of-level dudes.

Turrican's got the lot: graphical and sonic excellence, enjoyable exploration, intense blasting, tactical use of weapons, platform leaping — there's even a vertically scrolling section.



TURRICAN 2

Klax

Rigger and better than its predecessor, this slick arcade adventure-cum-blaster even incorporates a horizontally scrolling shoot-'em-up, with the hero playing a spaceship.

On other levels, he's even better equipped than before, with a souped-up laser sword and stunning super-ammunitions: in gyroscope form he zips around the screen in a destructive frenzy.

Most impressive are the superbaddies which crop up not just at the end, but in the middle of levels too! Some of these are several screens high — a programming feat unequalled in any other game.



VENUS THE FLYTRAP

GBH

It's not exactly the fastest, most furious horizontal scroller but Venus has a certain charm. As in Apple's theme is bugs. You play a robotic fly which can't fly. Instead it crawls along, leaping into the air to reach higher platforms.

Nasty beetles and hoppers populate the

ground, while moths and flies buzz through the air. Larger insects drop bonus goods when shot, collected for extra fire, temporary invulnerability, and grins. The latter is very important though your basic pun never turns out: the more powerful weapons soon do. The ability to switch between these adds to the strong tactical aspect. Possibly the most innovative feature is the way your fly can walk (and jump) upside down at certain points — very disorientating, but fun!



WICKED Electric Dreams

This shoot-'em-up cum strategy game features some unique single-screen action. You control a sun, blasting at the headless large baddies, and the comical he-ernts. However, he's really just an annoyance — the main gameplay involves cultivating good (orange) growth, so it eventually conquers its evil (blue) counterpart. As well as shooting bad growth, you must collect (and plant) the good seeds which regularly appear. To create more growth-generating portals. In addition, evil seeds must be destroyed before they turn into portals.

It's a fascinating, hectic struggle, made more interesting by power-ups/effects and the daily cycle. In daytime your growth is quicker; at night evil dominates — so the balance of power edges one way, then the other. Truly absorbing. It's the finishing person's shoot-'em-up.



XENON 2 — MEGABLAST

Bitmap Bros./Renegade

With a thumping Bomb The Bass soundtrack (released as a single) and a very slick shoot-'em-up. Not that the vertically scrolling action's any less impressive. There are always plenty of enemy ships weaving around the screen, and the superbaddies are truly impressive — especially the giant spider.



Thankfully, your ship can be armed to the teeth by picking up weapons, and power-ups dropped by dead aliens. However, the really powerful armaments are only available in the occasional shop, where collected cash is spent on homing missiles, mines, flame-thrower and the spectacular Super Nuclearium Power (though this only lasts ten seconds).

Even so, five extremely tough, rated levels provide a big challenge. It's a Megablast, all right. Watch out for it on the forthcoming Bitmap Bros Volume 2 compilation.



Z-OUT

Klax

A big improvement over its long-winded predecessor X-Out, this two-player horizontal scroller's very polished. It's much faster-paced than R-Type, though the power-ups aren't as good — especially in

two-player mode.

The speed of the action is impressive: enemy ships and aliens zip around the screen at a frightening rate. So the built-in autofire feature comes in handy. Despite the high technical quality, the gameplay somehow lacks that ingredient X to make it really special.



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TROUBLE VANGOR

Swoon at the amazing artwork. Gasp as you slaughter your mate in a head-to-head. Marvel at the cleverly-designed fantasy world. Faint when you realise you've got a packet on the cover for free! Steve Jackson's **BATTLECARDS** are here, and they're here to stay says **IAN 'SCRATCH AND SNIFF' OSBORNE...**

Trading cards are a multi-million dollar industry in America. Footballers, baseball players, even famous murderers are sold and swapped all over the States, and with rare cards costing several thousand dollars each an equally lucrative business market is the.

However card-borne at our miserable cousins may be (or maybe just plain boring), unlike American exports such as *The Simpsons*, skateboards and hip-hop, trading cards never really caught on in the UK. But now all that could change. Games Workshop co-founder, *Fighting Fantasy* writer and top magazine designer Steve Jackson has teamed up with Merit Publishing to produce *Smiffcoards*, a words-and-society card collection with a

ERIA



For all these and more, check out the Yard and Card Games cards.

Unlike normal trading cards, Battlegrounds are more than just collectible images. The cards (and the world in which they're set) form a complete role-playing game in itself, with fences, villains, monsters, quests, treasure, magic, and everything else you expect to find in a Tolkienesque fantasy game.

Wilted Continent

Battlegrounds is set in the land of Vangoria, a wild and dangerous continent split asunder by warring factions. After the death of the Emperor-Emperor Vangor, his three sons fought bitterly over the throne. Each allied himself with one of the three forces dominant in the continent: Justice, Chaos and Evil. It's on this shattered land the story of the Battlegrounds is split.

In each violent and dangerous territory, fights to the death are common. These are decided using a unique "Scratch & Stay" combat system, using the same scratch-off ink found on lottery cards. Combat moves, spell casting, trading and treasure collection are all utilized in this way. When two champions (heroes or monsters) clash (swords, battle commands as weapons; here a coin to see who starts, or play one of the many card-and-yard games outlined elsewhere), the first player to scratch then scratches off one of his opponent's head, body, arm or leg (each a new illustration), revealing a black spot (more, a third or spell card that is blank in the basic game), or a reward. If they then pass to his opponent, who does likewise.

After the second and subsequent rounds, the attacker considers one of his opponent's "life bones." If a skull and no bones are revealed, the fighter is dead, and the attacker warrior's card becomes the property of the winner. As well as being a safe collector's card, each can also carry a bounty — scratch the "punter" spot to see what you've won!

Role Call

However, there's more to Battlegrounds than just scratching. Within the set there are also ten Quest cards, consisting of puzzles solved through searching other cards for clues or symbols, eg in "The Rings Of Harak-Bar" you



PLAY THE GAME!

The street urchers of Constantia while away the hours playing a number of Battlegrounds games, all of which are outlined on two cards in the series — Card Games and Yard Games. These pastimes are as much fun in the modern world as in mythical Vangoria, and offer an excellent way of winning Battlegrounds from your friends (if you're good enough).

To play Playing Cards, the contestants line up about three feet away from a wall. In turn, each draws (kicks) between index and middle fingers) his card at it. The one who lands closest to the wall wins the other cards.

The curiously named Scooters Or Have Or is also played by firing cards, but this time you don't need a wall. The contestants flick their cards and one lands on top of another, however slightly, winning all the cards in play. A Vangorian version of Snobs, Stone and Paper uses the same hidden under the leaf on the reverse of the cards — secret beats fist, fist beats shield, and shield beats sword.

WHAT'S THAT FUNNY SPELL?

If spells are to be used, each combatant chooses (secretly) a set number before starting — unequal numbers are permitted. Each time an attack reveals a spell symbol, the defender is then able to cast a spell by

scratching off one of the six spots on a spell card. Unless this reveals a reward symbol, the spell takes full effect. Each spell can only be used once in each battle.



After the death of the Emperor-Emperor Vangor, the Continent Of Vangoria was broken into a state of anarchy and strife. As the forces of Evil, Justice and Chaos fought it out for the crown, the continent split into four separate territories.

Separated from the Southern Kingdoms by the Jura Peaks, the Darklands are dominated by the undead forces of the Lord of Darkness to the East and tribes of Hell Goblins to the West.

South-West of the Darklands is Quaine, home of the noble Prince Gallant, sworn enemy of the evil Sorcerer Lord Vangoraine.

The Eastern territories are a wilderness of demonic creatures, savage warriors and Barbarian Warriors forever locked in tribal wars.

To the South lies Zilbona, ruled by Zeeva's Highpriests. High Priestesses of Sanguinity, the city of evil. But the forces of both led by Aegon Truethide have begun to reclaim her hold.

must search for five magical rings stolen during the sacking of Vangor's Capital at Constantia. The rings are printed on other cards — but can you find them?

Robbing a Queen creates you a reward, a team of gold collected by scoring your soldier to the publisher. They can be used to buy rare Woodrow Treasures cards such as the Out Of Darkness or the Amulet Of Eternal Beauty. They do appear in packs, but only very rarely (they're

supposed to be valuable treasures after all, but can always be found in Rogers' Dealer's Trading Post at outmost elsewhere.

There are 140 Battlegrounds to collect, and they are available from all good menswearers, game and game shops. At 50p for a set of eight, they're far cheaper than most collect-and-swap offerings, so what are you waiting for? Unleash that sword and get scratching right now!

ADVANCED COMBAT

Want to add a little spice to your battles? Advanced Combat cards allow you to do just that!



Each Advanced Combat card (there are eight in all) specifies a target for your attack (legs, head, etc) and two areas for selecting. On each round of combat players secretly select a card. Both are shown together and the attack is resolved, eg if your card attacks the head and yours reveals, if you attack legs and he selected legs and heads, you've scored a hit and now scratch at "a" and spot. When all Advanced Combat cards are exhausted, pick them up and start again with a full hand.

Like basic combat the battle continues until a combatant is killed, though if both fighters die in the same round punies are exchanged but no stakes are won.

BARGAINS GALORE

Robyn Seller's Trading Post is one of the best-known landmarks of Vampira — perhaps that's why it's as common as mud in the Battlewars parcel. The eight Wondrous Treasures of Vampira are sold here. Just scratch off two spots, and if one's a treasure and the other's a sum of money, you can buy the artifact in question. If not, sorry — sold out!

To 'buy' the treasure you need the necessary dosh (Cost: reward credits, scratch fighter's punies, etc) to the publishers and they'll send you the treasure card a question.



THE ART OF THE MATTER

Battlewars are illustrated by some of the finest fantasy artists in the business, such as Les Bristow, Peter Andrew Jones, Ian McCaig, Terry O'Neil, Alan Craddock, Gino D'Acchiello and Madmax. They're already well known for their work on Fighting Fantasy

gamebooks, board and role-playing games and record covers. Each artist has his own self-printed card, complete with tongue-in-cheek biographical notes on the artists.



At the heart of the Battlewars combat system are the "Scratch and Dig" cards representing various body parts.



Combat losses are covered using scratch-off inorganic.



On the reverse, the champion's details and combat rules are outlined, and the artist's signature displayed.



STREET FIGHTER II



■ What makes the game stand out from other beat-'em-ups is a host of spectacular special moves, like Honda's Thousand Hand Snap, Chun Li's Spinning Bird Kick, and Blanka's shocking electricity.



■ Hyped to the hilt, I can't say I was that enthusiastic when the finished version of Street Fighter II finally arrived at the office. Early copies were bugged to beggars, apparently, thereby gaining bad reviews in other mags — we decided to make our judgment on the final version, even if it meant we were "scooped" — although US Gold have generously offered to replace dodgy copies at no extra cost...

I seem to be the only person in the galaxy who didn't play SF II in the arcade and, as such, I couldn't help wondering what all the fuss was about. Surely it's just another beat-'em-up, isn't it? Wrong! This is THE beat-'em-up to, er, beat all others. I especially like the way that each fighter has his/her own pros and cons. Like the old paper scissors-stone game, it means that no matter how competent a combatant is, they're always going to be beatable; if you continue getting thrashed, simply select a different fighter until you discover which one best deals with your opponent. Great on your own, even better with a mate. In this instance it pays if you DO believe the hype! ■



■ US Gold, £27.99

The Christmas hype was enough to make anyone sick (if they weren't already, after eating all those mince pies!), but you have to admit: Super Nintendo Street Fighter II is a damn good game. I certainly enjoyed getting beaten up by the neophytes on it. Even so, the £25 price tag is harder to swallow than a luky washbone.

Enter the infinitely more affordable Amiga version. For those unfamiliar with the game (what planet are you from?), it's a one-on-one beat-'em-up; an old game which it has single-handedly resurrected. It boasts its countless predecessors with the inclusion of eight extremely varied combatants, each with their own unique fighting style and a host of special moves.

For example, Blanka is a Brazilian rain-forest monkey who, apart from plenty of standard leaps, punches, and kicks, can exactly fit his body to fly his opponent! He can also perform a nifty rolling attack, and even bite his opponent on the knee!

Six onto one

Of course, performing the incredible amount of moves available was easy on the SNES, using its six fire buttons. The big challenge for an Amiga conversion was always going to be how to achieve the same with a single button. Well, programmers Creative Materials have done an admirable job. On a normal joystick, you can select moves with most of the eight directions (punches in forward directions, kicks backward). You get

■ Honda defies gravity with a Super Head Butt (below), while Indian guru Dhalsim stretches his mind (and his legs) to beat foes (right).



■ The coin-op's bonus sections are even included: flaring oil drums (above), rolling barrels (below), and car smashing (right).



■ Some of the characters can produce fireballs (above & left), but we still love Chun Li the best!

■ Having played and been suitably impressed by this on the Super Nintendo, I couldn't wait for the Amiga version to come out. Well, here it is and it's something of a classic. All the sampled sounds and wonderfully detailed graphics are there, and the action still remains as fast and furious as ever.

Possibly the only thing that could prove Street Fighter II's downfall is the control method. With a joystick (and their multiple fire buttons) control becomes simplicity itself after a few turns. Unfortunately, as most Amiga owners use joysticks I can envisage a fair few infuriated fighters struggling to access those special moves. Now I know what Ryu means when he shouts 'hadoken'. However, it must be said that it's been worked out as well as it could.

Despite this minor flaw, I'd still say SF II is the best beat-'em-up ever to grace the Amiga, with the second best two-player option of all-time (despite the Sasser coming first, of course).

■ Choose from eight easily different characters and 12 worldwide locations for your brawp (whatever happened to the car park?).



different moves depending on whether you're standing, crouching, or jumping.

Things are slightly easier on a two-button joystick (you can use Sega and Nintendo controllers, but extra buttons aren't utilised) by the Amiga's joystick, with one button for punches, the other for kicks. Alternatively, you can use a combination of joystick and keyboard — or even just keyboard if you prefer.

In addition, when you're very near to your opponent you can perform a throw or hold leg (Honda's bear hug) — (some characters can even do throw in mid-air. One or two obscure moves are missing (eg Blanka's rock crush), but it's hardly noticeable during the frenetic action.

As in the SNES game, each character's two/three special moves are accessed via rapid fire pressing or a sequence of directions — some tickier than others.

Hard to beat

I found just a normal joystick adequate — at least after a bit of practice to try out all the combinations. Unlike many (and best) arc-ops you can't rely on one or two moves to defeat computer opponents — even on the easiest of ten difficulty levels. After choosing from the eight characters, you take on the other seven, each of which requires different tactics to beat (see our comprehensive playing guide on page 68). If you manage to beat them all, you get to

fight four even tougher goons with spectacular special moves.

While the solo game is one hell of a challenge, the two-player mode is where Street Fighter II really excels. Trying out various combinations of characters (on different backdrops) is a great fun, even if you do have to wait a short while to load them from the game's four disks. As in the SNES version, a handicapping system allows novices to compete against experts, and after each best-of-three bout, a table shows the number of victories/defeats/losses with each character.

Having played both versions extensively, I can say that the Amiga one's just as competitive, playing almost identically to its console counterpart.

Graphically it may not have all the tonnes of animation, but more would've lengthened disk accessing unnecessarily. The backdrops, while not as impressive as the console's sneaky ones, are attractive enough — apart from some jerky scrolling. Sound fares better, with crunching FX and sampled grunts and speech.

It may not look quite as pretty, but for almost 40 quid less, you're getting an almost perfect game. In fact, it's even got one over the SNES version, with the inclusion of the coin-op's car- and barrel-smashing bonus sections!

“Playing almost identically to its console counterpart”

JUST AROUND THE CORNER

Post-Xmas hang-overs are usually horrid, but there's one sort we love. They're all those games that were meant to hit the shelves in time for Christmas, but were somehow delayed and are only now emerging from Santa's sack. Far from being bad, this is, in fact, a very good sign that the software companies have taken time to develop products fully, rather than rushing them out for the lucrative Yuletide buying frenzy. Just take a look at the goodies coming your way...

ALIEN 3

■ Acclaim

Personally, we thought *Alien 3* was the weaker of the film series. Although the special effects were good, and the director tried to go for the 'less action/more suspense' theme of the original movie, it was a little disappointing. If you've got any idea of how the plot went, you'll know the heroes didn't have any guns — which is why they had such problems with the beasts.

However, using a touch of artistic licence, the computer game is an arcade shooting festival with loads of aliens and multiple weapons. We were impressed by the Mega Drive version, and over the moon to hear it was being converted to the Amiga. From what we've seen of it so far, it looks to be a must-buy, with threatening spaces being blown to kingdom come, barking and screaming as they go. It all looks very promising, although the scrolling seems to have taken a knock during the conversion.



THE CHAOS ENGINE

■ Renegade

At last! This eagerly awaited shoot-'em-up is nearing completion and it's going to be a classic. With a plethora of enemies, and weapons to shoot them with, simultaneous two-player mode and CPU assist, *Chaos Engine* is going to be one of the most violent (and frenetic) blasts seen on the Amiga so far.

While the basic game formula is, well, basic, that's no problem when the *Storage Brothers* are around. You've all seen how they look like veritably scorching theme and made *Xenon II* (one of the greatest shooters ever), so there's nothing to worry about in the action stakes. As soon as the FULL version comes in, we'll give you a review. Until then, you'll have to look at these lovely screenshots.



CAPTIVE II

■ Mindscape

Press releases are often taken with a pinch of salt. After all, a company is hardly going to list the faults in their forthcoming releases, and it's all too easy to use the English language to fib without actually using any umbrage.

So, be and beware, another little informative wonder winged its way into the AMIGA FORCE offices. Initially we were sceptical, secondly we were puzzled, thirdly we were amazed —

Captive II sounds good! Here's an example: the game is played in 4,096 randomly generated cities, each with nine segments, most comprising over a thousand buildings!

It's set to be the ultimate roleplaying game. Taking control of four droots, it's your mission to rescue people imprisoned by the corrupt 'Biscorp'. We can't wait to get wading through the decay, and with a release date of March we haven't got that long to go.



EURO SOCCER

■ Flair

As the software industry has developed, many attempts at bringing the perfect arcade soccer sim to a home computer have been made. After all those years, a game called *Sensible Soccer* arrived that, by all accounts, kicked the opposition off the field and blew up its changing rooms.

Could *Euro Soccer* be the one to supersede even *Sensible*? The side-on view's a departure from the 'Goalie According To Kick Off' (whose overhead view inspired many a derivative product), and the addition of penalty shoot-outs and overhead kicks could make for some interesting action.

Unfortunately, it arrived a little too late for review, but be assured, we'll be comparing it with the opposition during the weeks up until issue Four.



SOUND BARRIER

SOCCER KID

■ **Krisalis**

Sensible Soccer meets the forthcoming Arabian Nights? Maybe so, but the Soccer Kid demo we've played looks good enough to be judged without endless comparisons. Both original and enjoyable, it gives an interesting twist to the platform genre as well as plenty of opportunity for ball control.

As you'd expect, the plot is on the right side of silly (or should that be wrong side?), detailing the theft of the World Cup by an alien pyroder. After the Cup's been subsequently smashed and the scattered in six different world locations, it's up to the football-mad Soccer Kid to retrieve and re-assemble it.

Suitably obscure? Fortunately the developers wiped the rabid loam off their mouths after writing that title for and came up with a serious contender in the 'best Amiga platformer' stakes. Hopefully, it'll arrive in time for a review next ish and hit harder than a Stuart Pearce free-kick in the lower abdominal area. Or something like that.



PREVIEWS



BATTLETOADS

■ **Mindscape**

Threeage Mutant Ninja Turfies? Pahl — how could they be teenagers when they don't sneeze? Did any of them argue with Splinter about felying their room or staying out late? They were also a tad wimpy and compassionate — every time, the bad guys would escape relatively unscathed.

Well, the Battletoads look to stick a finger up to those infamous reptiles because (according to Mindscape) they don't cry, hide, or call for help. Battletoads get real MAD — and then they get EVIL!

The three toads (namely Zitz, Raan, and Pimple!) have to rescue the best looking princess this side of the Maximal Star Cluster! To do this, they've got special weapons and moves, from the dodgy-sounding Battletoad Butt to the slightly more standard Space

Board. Of course, the simultaneous two-player option will offer opportunity for extra violence, and the 12 levels should offer a lasting challenge to all those willing to grasp the nothin'.

Goodburger!



CHUCK ROCK II

■ **Core Design**

After the tremendous multi-format success of Chuck Rock, a sequel was pretty inevitable. Perhaps the only problem (as we saw it) would be changing the game sufficiently to make it a progression, as opposed to the usual step sideways (or backwards, even).

After finishing his adventures in the first game, Chuck used his streetwise business mind to market a new design for prehistoric cars. His company, Pterod (ignorant), became a raging success, and the future looked bright. Unfortunately (and the brilliant introductory sequence details this), Chuck was kidnapped by a rival manufacturer desperate to blow out the competition, and it's your job (as Chuck Jr) to save him.

Chuck Rock II looks to do what Joe And Mac attempted, in being a true console-style platformer to the Amiga and make it as stylish as it should be. After all, the Mega Drive is a brick, and we can't have the Amiga outdone by that, can we? The demo version we saw was missing completion and played very well, with some outstanding graphics. Hopefully, this won't mean hours of disk accessing — but if it does, it'll probably be worth it.



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GALACTIC WARRIOR RATS

■ **Alternative Software, £8.99**

This plan-view maze game involves lots of shooting and a little strategy. You travel through holes in the floor to different levels, and log onto consoles to get extra weapons and power-ups.

Sounds familiar? You bet your nectar-tooter grandma it does — remember *Cytron* reviewed last year? It was a minor of the two. That's not to say it's a particularly bad game; far from it. For a start, there are more weapons to collect, all with their own power and characteristics. There are added during the nifty armory section, where you see them attached to your rat's battle-wagon. Goodies are bought with cash found in the smoking ruins of enemies, while wandering through mazes (graphically inferior to *Cytron*).

“If you own one game like this, you’ve probably seen all they have to offer”

The rat-arms race

A trio of rats make up your three lives, and you can swap between these at certain terminals. It doesn't add much to proceedings, but you have to be careful during armings. After all, you don't want to spend all of your money on one rat only for him to get killed, leaving the other two unequipped.

Rats aren't exceptional to look at or listen to, but has a definite charm. But despite its lack of any serious flaws, if you own one game like this, you've probably seen all they have to offer. Nevertheless, *Rats* offers better value for money than *Cytron* which, underneath the graphical glare, is features almost identical gameplay.



TIP TIME! Don't attack with all guns blazing — hide behind corners when the enemy fires. Then pop out to blast the hell out of them.

BUDGET BARGAINS



■ You won't be screaming 'Rats!' if you buy this budget better. The blasting combat action is an uppy cat-and-mouse affair, with you ducking behind scenery to avoid enemy fire. Most impressive is the array of weapons and obstacles to add to your wagon. The ability to swap between your three rats adds an extra tactical twist. Even though searching labyrinthine levels eventually gets repetitive, gradually upgrading your weapons to face tougher battles is an enjoyable process.



■ *RoboCop 2* is a fairly good game, with a sequel of well-animated sprites, shooting the living daylight out of one another. The action is frenetic, with large levels offering long-term enjoyment.

However, some annoying glitches almost ruin it all. On dying you're frustratingly returned to the beginning of the current level. Also, the control isn't too tricky, you can't jump straight up into the air. This makes jumping between the platforms a nightmare, especially when under fire from enemy angles.



ROBOCOP 2

■ **The Hit Squad, £7.99**

As movie licenses go, this one serves the public trust pretty well. The futuristic version of the Tin Man blasts mobsters galore as he strolls through epic, multidimensionally scrolling levels, searching for narcotics, fake capsules and hostages. The latter must be rescued, so careful firing is needed not to kill them (and incur an energy loss) — a tricky task when you're being shot at from all sides.

Robo's energy level is represented by a Coke can (gradually getting crushed) — so, fittingly, he can recharge by collecting the sugary soda pop from drink machines along the way. Other notable features include fire, conveyor belts, hover pads, and weapon power-ups for up to five-way fire.

Fried ships

After negotiating an old warehouse (by no

means an easy task), you get a breather in a maze-style puzzle game, removing Robo's faulty memory chips without backtracking. Following a cursor aiming firing range, the thematic action continues in a massive brewery, where you can even drown in a vat of alcohol — what a way to get! After another puzzle game and firing range, Robo faces Harley riding hellcats, EC-209s, and an ultimate confrontation with the evil RoboCop 3.

For under eight quid, you sure get a lot of game for your money. The main arcade-adventure levels present a huge blast-em-up challenge, while the more thoughtful sub-levels add great variety to the action. Just

like *Melko*, *RoboCop 2* offers instant exhilaration and long-term addictiveness!



TIP TIME! Don't shoot the moving hostages — rescue all ten from the first level and you'll be rewarded with an extra life.



BUDGET BARGAINS

■ GBH, £7.99

Isn't racing so easier if you could just blow your opponents off the road? Created by the programmers of the Lotus series, Supercars II allows you to do just this in the racing equivalent of Smash TV.

Steering the track and cam from above, you must finish in the top five to qualify for the next race. Championship points and prize money are awarded — more can be earned in the multiple-choice interview with a policeman, journalist, etc.

Money's spent on repairs and some interesting power-ups, including extra speed, armour, and a host of offensive weapons. Of course, this means higher qualification places can be reached through blowing up the guy in front, but driving skill is still the essential element in winning a race.

“Driving skill is still the essential element”

Super-Supersprint

Supercars II reminds me of the old Supersprint arcade machine. Like that game, there are little additions, such as opening closing gates to provide shortcuts and the occasional ramp to jump. The main difference is the

troubling tracks and split-screen two-player option, each adding extra depth to the proceedings — plus, of course, the weapons.

The change of perspective hasn't made it a better game than Lotus — more of a step sideways and off at a tangent — but it's still a well-sprung racer, and a bargain at the budget price.



TIP TIME! Always repair your car before buying weapons — they're no good if you get destroyed.



■ Supercars II is one of the most playable two-player games you can get. As in Lotus, there's a fascinating mixture of competition and cooperation between the players. The former is even more intense with the addition of weapons, but you can't get too carried away: one of the players must finish in the top five to allow both to qualify for the next race. It's gripping stuff. ■



WORLD CHAMPIONSHIP BOXING MANAGER

■ GBH, £7.99

If you're familiar with football management games, you'll know roughly what to expect. WCBM is a pointer-driven product,

based around several screens offering either information or options. You start the game with the opportunity to sign up to five potential boxing heroes, each with his own attributes and weaknesses. After setting up the contract and fighting with the necessary parameters, you can begin training — an essential part of the boxer's career.

Are you staring at my misses?

Now all you need is fights. Clicking on the telephone brings up a list of rival promoters. You've got to bargain with these to get a fight at the right time for the right price, as

well as ensuring your man has a chance of winning. Having come to an agreement, you go through the formality of informing the two boxing federations that a fight will take place, and you can go and observe the bout...

It's not exactly the most enthralling management game I've seen yet, but neither is it the worst. The text-only match commentary is pretty unimpressive, but I suppose it serves its purpose. The main problem is that WCBM has no real feeling of weight. It

plays well, but seems decidedly 8-bit in its architecture — it's very shallow due to the low number of options. Nevertheless, on budget it's certainly a contender for your money.



TIP TIME! Ask your shapely secretary for every file possible — to keep up on all the boxing information, of course...



■ Programmers Goliath Games made one of the best football management sims ever in Trackball Manager. Sad to say, that game's tactical complexity is completely lacking here. Training your fighters and setting up fights is a simple affair, and the big fight's a simple knockout. Once your fighters're in the ring, there's little you can do to help him. Working on his feuded face between rounds is initially amusing, but tactics are limited to a handful of fighting styles. ■



SMASH TV

■ The Hit Squad, £7.99

This barbaric game show has one or two contestants greedily grabbing goodies while under attack from gun-toting snipers, grenades, electro-bats, tanks, and even exploding geese. The shoot-'em-up action takes place within the confines of a single screen, so slick maneuvering is needed to avoid the swarming badies, bullets, and mines. Power-ups are an essential add, including multi-way fire, rockets, a protective ring of fireballs, and shield.

Kill all the enemies which stream out from the doors and you can exit to the next screen (you often have a choice of route). At the end of each of the four levels, there's a massive superbullet to smash.

TV bloopers

This is one game I've played on virtually every format going and, sad to say, the Amiga conversion is the most disappointing.

Programmed for the American NTSC television standard, when played on UK (and European) PAL TVs a huge black border appears at the bottom of the screen, and the graphics all look squashed. However, this can be rectified by bridging your

TV monitor's vertical expansion knob, or typing MTSC on Action Replay.

On the playability front it's not quite right either, with extremely generous collision detection. The ability to run unscathed through hordes of

enemies is perturbing. Another flaw is the way prizes appear over the top of mines, completely obscuring them!

It still plays pretty well, but somehow lacks the feel of the coin-op. Even the 'rip-off' Public Domain version captures this better, though that only has one level.

TIP TIME! Keep on running — you're more likely to get hit when standing still. Don't be greedy though; survival is a lot more important than nice prizes!

Extremely generous collision detection

■ Smash TV on the Amiga is a strange affair, completely lacking the brutal atmosphere of the coin-op. Don't get me wrong — it's by no means a terrible game, just a mediocre conversion with some of the most cowed noises I've heard since the 5-bit 'white noise' sound effect.

For a budget game, it's not that bad. And if you're a fan of the original, there's enough here to keep you (moderately) satisfied. ■



■ On the Hit Squad label, the price is right! So come on down!



■ The Hit Squad, £7.99

This is the most violent beat-'em-up I've ever played. I wasn't expecting it to be too good, especially after the disastrous SHES version, but the Amiga game excels.

Pit Fighter is cool. Never before have I seen a game that gives such a feeling of weight behind the characters' movements. Little touches like the spray of blood following a hefty kick to the nose are great — although I can't help but think certain parents will disapprove strongly.

It's a knockout!

All the same, it's only a game and the action is only stylized — at least until you start the two-player game. Here you team up against two opponents per level — well, you're invited to... Many an argument is started by running off and leaving all the unpleasant business to your partner. Knocking him down doesn't improve the relationship either, though this is far enough in the player-vs-player grudge match after every two levels.

The character movements and actions are

PIT-FIGHTER



nose-bleedingly accurate in their implementation. You honestly feel you're being kicked in the groin by an adrenaline-crazed thug! Poking up and throwing chains, crates, even your opponent, is also great fun.

The only flaw is that the controls are a little sluggish at times. Even so, Pit Fighter is a bargain on budget. You'll be a tonic to miss it.

Movements and actions are nose-bleedingly accurate

There's nothing like a brutal beat-'em-up, and there's none quite so brutal as Pit Fighter. The Amiga conversion compares very well with the coin-op and Mega Drive version, although the solitary joystick button means utilizing all the diagonals for the many moves. With practice this is no problem, and you're soon bashing the excellent enemies, collecting weapons, and throwing things around. It's a lot of bruising fun, especially in two-player mode, with the fighters often knocking each other down 'accidentally'. ■

■ One of the best budget beat-'em-ups? Or is it just the pits? The former, we think, for sure.



BUDGET
BARGAINS

SWITCHBLADE II

■ GBH, £7.99

Take the original *Switchblade*, give the hero a gun (attached to his cyber arm), and that is what you get — maybe it should've been called 'Switchgun'!

The host of the gameplay is still the exploration of epic labyrinthine levels (six of 'em here), with sections blocked out until you visit them. As before, this helps avoid accidental backtracking. There are also many secret rooms to find, opened by smashing destructible walls.

Ladders enable you to climb around the many platforms, though the hero can jump almost to the top of the screen if there are no obstacles (by pulling the joystick down, then up).

■ Massive levels, are animation and a slick control method — what more could you want?

Switch weapons

The main improvement is the ability to blast foes. This is much more satisfying and quicker than the original's mainly beat 'em up action. Your basic gun can be upgraded to a shuriken, laser, or flame-thrower. Other potent power-ups include a swirling dragon weapon and a homing missile. Weapons can either be collected or bought in the occasional shop.

If the game plays were as tedious as *Switchblades*, this would make life far too easy, but the ladders have also been improved, firing missiles and lasers instead of just waiting to be hit. The sequel's souped-up action makes for greater playability, though it's still nothing spectacular.



TIP TIME! Try blasting at the walls. Some of the destructible ones guarding secret rooms are unmarked.

The sequel's souped-up action makes for greater playability



■ The hero may think he looks clever with that gun arm, but if the guy can't fight while he's standing on ladders, there's really not much hope for him. I've got so used to sprites like Rouby the Clown who can jump and fire anywhere, that to be confronted by a moderately unresponsive sprite is a veritable nightmare. All the same, it's a good, if unimproving, platform game and a fair old challenge for mappers and joystick-junkies alike. ■

JAHANGIR KHAN
WORLD CHAMPIONSHIP
SQUASH

■ GBH, £7.99

Squash isn't the most exciting sports simulacrum.

Much of the real game depends on the fitness of the players. Without this factor, a computer can't really play heavily on the limited tactical aspect, varying your shots to catch your opponent off guard, and co-ordinating the ball off several walls to confuse him further.

Jahangir implements this well, though you can only angle shots at 45° increments, at one of three strengths. This makes it even harder to surprise your opponent, leading to quite a few long rallies. Changing the ball to a less-bouncy one helps avoid this.

Social climbing

If you've got the stamina, long-term appeal is

enhanced by an eight-rung league ladder comprising up to 40 computer-human players. Winning a match enables you to improve one of your skill ratings. You can also watch other players' matches, check their stats, and save the league.

Alternatively, practise your strokes against a friend, or compete in the World Championship. With its host of game options, Jahangir makes the most out of rather limited gameplay. Looking and playing almost identically to its 8-bit cousins, it's not the greatest sports sim ever, but it's near perfect for until squash fans.



TIP TIME! Return to the centre of the court after every shot: whenever your opponent then plays the ball, you should be able to reach it without too much effort.

Jahangir makes the most out of rather limited gameplay

■ I'd have been very disappointed if I'd bought this at full price. As a simulation, it loses out because there's not a great deal of shots to make. As an arcade game, it's just too infuriating. The graphics aren't particularly wonderful either, with sparse character animation and an inept backdrop.

Fans of the sport will probably enjoy it a lot more than I did, but there are limitations. To how well sports like this can be converted, Jahangir's about as good as you're going to get. ■



CAESAR

FULL PRICE REVIEWS

RICH PICKINGS

■ Impressions, £25.99

Sin City meets GCSE History in this absorbing build-up from Impressions. With the emphasis placed firmly on historical accuracy, it's the kind of game even your parents would approve of — but don't let that put you off!

Featuring clear, detailed graphics and a user-friendly control method, Caesar's certainly an easy game to get to grips with, leaving experimentation at every turn. It provides the kind of challenge that few, despite initial reservations, will find stuporous.

So what's it all about? Well, in a nutshell, power. You begin the game ranked only one rung up the Roman social ladder from the unenriched masses, and your ultimate goal is to climb to the heavily fortified heights of empire... in other words, seize Caesar's laurel wreath and rule the Roman Empire!

Built in a day

To ascend from dizzy heights the player must first establish a city, enlarge upon it and eventually tackle four other regions on which to build. Collect taxes from your subjects (loyal or not) and, if all goes well, reap the rewards.



OPERATING PROVINCE

Starting the game faced with a barren wilderness — and an adjustable bank balance! — your first task is to scout about the landscape in search of a suitable city site. Great care must be taken when selecting an area on which

to build, as your citizens and industries will need plenty of water (and easy access to it) if they're going to stand any chance of prospering.

A simple yet effective system of menus enable the would-be usurper to lay pipes, construct dams, roads and all manner of manufacturing industries, provide bath houses, hospitals and schools for the populace, all with the minimum of fuss.

The knack is creating the right balance between housing and business. Tricky at first, but now I'm gunning for glory big style and have a sprawling metropolis under my command. Agha hah hah, it's mine, all mine! I tell you!

Impagap, well thought-out gameplay enhanced by detailed graphics — just like the city itself, this game sure wasn't built in a day...



TIP TIME! Make sure you build enough Protectorates around the city. Not only do they keep the peace, they also double as tax officials!

■ You begin with a randomly chosen wedge of land (left), while before, a funny thing happened on the way to the Forum!



■ Above: A barren wilderness awaits but, as you can see, it's not long before civilisation takes a hold.



■ I'm a big fan of Sim City, of which this is very reminiscent. Caesar isn't quite as easy to get into, due to the larger number of menus and options. But once you do, it's extremely absorbing. Much forward planning is needed to ensure a good infrastructure for your city. It's a big enough challenge stopping the populace from rioting, never mind repelling barbarian attacks. Juggling finances, armies, and slaves adds to a tough, but very satisfying, tactical test. Caesar came, we saw, it conquered us! ■

RICH PICKINGS

GOBLIINS 2

■ **Coktel Vision, £29.99**

The dropping of an 'r' from the sequel's title indicates that the number of goblins under your control has decreased: two here, rather than the original's

three (just as well: Lennings doesn't use the same principle — lol).

But surely sequels are meant to be bigger and better? Well, while it may seem strange to reduce the number of

You'll be scratching your head one minute and laughing your socks off the next!

goblins, it adds the flow of play — I wish a bit less time moving that too around in Goblins.

This time the two gobs don't possess any magical powers or special abilities — they're a couple of plainies. Especially Minkie, so clever actions are best left to his pal Flegus. However, Winkle does come in useful too: he's that bit heavier, well, stupider? Most puzzles

require the use of both characters, often performing simultaneous actions.

Points to a solution

As in Goblins, the interface is extremely user friendly: simply clicking the mouse pointer on scenery and objects to interact — or yanking held items on them. Trial and error is needed to discover often-strange actions by the characters, eg Winkle uses the bottle on the food by topping some water and spilling it at the poor amphibian!

■ Goblins 2 is one of the few games that manages to be genuinely amusing. Having not played the original, I can't comment on any improvements, but this is easily one of the best titles reviewed this month.

My only real criticism is the over-long disk accessing. While I can appreciate there's a lot of graphical code to load in, it's a bit irritating when you're sitting there, with time to do for a few minutes. It's no fault of the programmers and doesn't let the fun, but lengthily loading spoils the flow of an otherwise great game.

■ Two's company but three's a crowd, or so they say — and judging by this superb sequel from Coktel vision, they're right! Laugh-galore and a whole lot more...



PREMIER MANAGER

■ **Gremlin, £25.99**

This multi-player body management sim allows up to four friends to take control of GM Conference teams, taking turns to make key weekly decisions via coin-driven menus.

The most important of these enables you to pick your team by swapping players — all shown with detailed stats, but without set positions. As well as several formations to choose from, you can also alter your playing style (defensive, attacking or long ball).

A telephone icon is used to contact your physio, coach, and scout. As well as telling the latter what team of players to look for, you can search them out yourself in the transfer market. Buying is via a bidding system — it multi-player mode, each manager gets to make an offer (so no pecking at the elbow!).

Much money's needed to buy the best players, and to improve your ground with floodlights, extra seating, better safety, etc. A good way of raising funds is by allocating 48 advertising boards to various companies (and obscure computer magazines).

On the ball

Post-match action has let down many a good management sim. Not here. Animated

sequences portray the action well. A bar indicates how far down the pitch the ball is, and the player in possession is named; essential information for assessing their performance. An aid to this is the status display showing each player's possession time and any yellow/red cards received.

Substitutions can be made at any time, as can formations and playing-style changes. This is another important point overlooked by many management games: much of a real manager's work is done on the touchline, adjusting tactics to suit the match situation.

At the end of the day, Premier Manager's one of the most comprehensive management sims around. There are a surprising amount of features, considering the multi-player aspect. No-one wants to wait ages for their turn, but the easy-to-use icons speed up the flow of play so this isn't a problem.



TIP TALK: If the opposing team is much better than yours, put five at the back and use the long ball game — it's not pretty, but at least it gives you a chance.

There are a surprising amount of features



■ Love 'em or loathe 'em, manager games are here to stay. This one offers a few new options — up to four players — try before you buy...

■ Some people have an almost physical aversion to football management games, but I've always found them a fair way to while away a spare hour or so. Premier Manager is a particularly good one, with a wealth of factual information and options. My only real criticism is the lack of depth in the match sequences — it doesn't let you enough about your players' performance. However, the four-player option is a massive bonus, injecting a little competition into a solitary game.



The original's single-screen puzzles have been replaced by multi-location ones. From the village starting point you're free to take a look at a giant one way, and a wizard's house the other (and entering it). Greater freedom of movement reduces the frustration level considerably, as does the inability to die.

The Movement option allows you to instantly transport to a distant location without fudging through intervening screens. Well, not exactly instantly — there's fairly lengthy disk accessing for each location. This isn't as annoying when you see the cartoon-like animation of the character's hilarious antics, complemented by near-sound FX.

You'll be scratching your head one minute and laughing your socks off the next. Without its predecessor's single-screen, dead-end frustration *Goldens II* is a whole lot better.



TOP TIME! See the partial, fully illustrated solution in this month's *Top Secret*! But don't oversize it — only use it when you're really stuck.



■ **A colossal challenge awaits all who enter *Paladin II*'s mysterious world — just don't shoot yourself!**



■ ***Paladin II*'s overhead view is more functional than attractive; there's an awful lot of grass, and the buildings are crude. Of course, this won't concern purists — what will is the awkwardness of character selection. I instinctively kept clicking on another party member to try and gain control, and on several occasions accidentally attacked my comrades! On my first attempt I managed to wound two of my men, blast one with the orb of lightning, and blow three to pieces when the crystals exploded! This apart, I was disappointed by the lack of interaction with computer-controlled characters — it seems all you can do is kill them.**



PALADIN II

■ **Impressions, £25.99**

There are a myriad of missions to undertake in this strategy roleplaying game. You're given the choice after

waiting for the fairly lengthy load to finish, plus the option to create a new *Paladin*. It's the leader of whatever characters you're given, starting off young and well trained (his ears tend improving as his career progresses).

When satisfied with the game's antagonists, there's another boss, and the saga begins. It strikes you instantly that the graphics are quite poor for an Amiga, with the well-defined characters looking out of place on nondescript backgrounds. For a two-dimensional display this seems pretty unforgivable, but locally doesn't really interfere with the gameplay.

Iconoclastic class?

A series of icons on the right-hand side of the screen enable displays or actions once the mouse button's been clicked. These are utilized throughout the game for character movement and manipulation.

Each figure is allocated a set amount of

movement points, depleted by performing various actions. For example, it takes two points to make a character take a step forward and one to change the direction he's facing. Spells are also colored for, but can only be cast by able party members with a lot of MP's — a simple frontal spell will get you back around 15.

The 20-sold missions vary in difficulty and content. Each can be accessed at any point, but it's advisable to leave a hand as note *Paladin* before attempting the later ones. Believe me, you won't last five minutes — but the chance to try is welcome.

For always

thought strategy games are similar to politics in some respects. There are some that incorporate vehicle elements, making them more accessible to the majority, while others can be described as extremist, appealing to die-hard RPG fans alone. Although well implemented, *Paladin II* definitely one of the latter, and (yep) lacks appeal, even if appreciate the lack of action.



TOP TIME! Be careful not to attack your men! Use long-range weapons (bows, fireballs etc) to soften up the enemy before getting stuck in.

“The well-defined characters look out of place on nondescript backgrounds”

NICK FALDO'S CHAMPIONSHIP GOLF

■ **Grandslam, £34.95**

As charisma goes, Nick Faldo's on a par with Nigel Mansell. Give him a stick and a ball, however, and he soon gets in the swing. Having won unpleasant major world tournaments, he's dominated international golf in the last few years. But can his personality do the same?

It starts well with options to complete a stroke-matching against up to three friends or computer players (eight skill levels on two courses).

This is pretty much par for the course, unlike the comprehensive coaching section covering putting, bunker play, water hazards, downhill, and windy conditions. Your tutor is Nick himself, though his (archaistically) doesn't say much, only telling you whether you've executed the current shot correctly — not analysing what you did wrong. Nevertheless, the coaching option provides a handy introduction to a very tough game. Looking at the map, choosing your club, stance,

and setting the power and direction is easy enough, but the method of taking a shot is harder than in

any other golf sim. A bar on the swing meter goes rapidly left to right; you have to double-click when it's in the 'hit zone'. This is fairly easy when using high irons, but the zone is much smaller for the more powerful clubs — fail to get both clicks inside it and your shot heels or slices wildly off target.

Double-click trouble

It's hellishly difficult to hit a straight drive, but if you're feeling lucky you can even try for extra power by clicking when the bar's in the tiny 'wild swing' zone — miss and the hit zone is reduced even further.

Putting's much simpler, but the rain-teasing frustration that proceeds it means an alternate well-presented simulation. The ability to put back-on on the ball even outdoors the

superlative PGA Tour Golf but the latter's shot-taking method is much more user-friendly, making for better playability.

TIP TIME! Be conservative with your club selection when in a ball's. It's better to just scoop the ball back onto the fairway, instead of going for too much power and missing.

The method of taking a shot is harder than in any other golf sim

BILL'S GAME

■ **Psychosis, £25.99**

Terry the Tenor's dandy girlfriend has been kidnapped by a pesky squirrel. Hoping rescue, Terry starts his rescue attempt at the base of a huge will, dodging the wisps and falling leaves.

"Tried error is to position items in the plot"

he can climb up the branches. It's an elaborate method of level selection really — to start with, there's only one level left to enter. Complete this and another appears further up the vine.

Finishing a level requires you to solve a series of single-screen puzzles. The aim is simple to get Terry to the exit. Controlling him directly would be far too easy — instead, you must place a limited number of helpful objects on screen and set Terry bouncing automatically on his way.

Bounce into action

Faces below Terry in the right direction, the height at which you place them affects his trajectory. Trampolines, and jack-in-the-boxes

■ **Elite, £25.99**

Joe And Majo is another in the long line of conversions already available in the consoles and, just like the girlfriend-rescuing plot, the gameplay is of a standard level. After setting out alone or with a friend (there's a simultaneous two-player option) you soon find yourself in the thick of the action. Countless caverns bombard you with projectiles, while baby mercenaries dive-bomb you with annoying accuracy. It's all good clean fun, with the addition of multiple power-ups helping you to blast all and sundry.

Joe and Mac both have four lives, with an energy bar for each. Collecting usual cavernman footfalls such as ice cream and cakes (75) replenishes diminished strength. When all lives and energy are lost, three continue-plays are available, starting you at the beginning of the last level reached.

Yoke no stick

To my knowledge, this is the first Ariga game to offer a special option for joypads (with different-functioning fire buttons). I know this won't be much use to the mainly joystick-wielding user base, but it's great that Elite have taken the time to incorporate it into the game. Also, the control options are very user friendly, allowing you to choose how to control the essential 'super jumps'.



You should have seen it, honestly, it went straight down the fairway! Zoom...



It's practically impossible to play — let alone control — a new golf sim without constantly comparing it to previous offerings, and although Nick Faldo compares favourably with many, it isn't the best we've seen...

Graphically dazzling and beautifully executed in design, the game's only real drawback is it's way too easy to sink putts, while for too difficult to reach the green. Maybe that's not such a bad thing, however, as at least it'll keep you swinging into the small hours. A bit like me on a Friday night!



RICH PICKINGS

Bounce him further, while a bow stops Terry in his tracks — useful for turning around.

Early screens are simple, but later ones include a plethora of hazards to squash the hero's chances. Bumper-wielding guards, razor-edged balls, and fire monsters are all lethal — as is too long a fall. However, Terry only loses a 'life' when the time limit runs out, within this you can have as many goes as you like.

If this sounds generous, let me tell you it isn't. A lot of trial and error is needed to position the items in exactly the right places. The limited supply of objects is a key factor. You

often start a screen with just a fan and a trampoline and think it's nowhere near enough — so it's very satisfying when you eventually succeed.

Hint-codes given after each screen lessen the frustration, and help make Bill's a

compulsive and

unique puzzle.



TIP TIME! The height of the fans can mean the difference between success and failure. For a really long leap, place fans near the apex of Terry's first leap.



■ I say 'tomato' and you say... er, 'tomato'? Bill's not the brightest of blokes, but you've got to admire his sense! Tacky, illustrating fun!

■ Arcade puzzle games can be great fun (Lemmings being a classic example) but they really soaked the barrel with this one.

There's just not enough to do! Placing the objects in a labyrinthine affair, as is seeing Terry spin for the unpowered time. The only part that drives me as being enjoyable is the really amusing intro sequence where a squirrel steals his girlfriend.

My advice is to wait and get Lemmings 2 instead and let Bill knockup with his girlfriend under his own steam (or should that be pace!). He's an ugly little bighter anyway. 



JOE AND MAC — CAVEMAN NINJA

I enjoyed playing CaveMan Ninja but I can't help thinking there isn't a great deal of long-term appeal. The continuous-play and two-player mode improve proceedings, and the change from horizontal to vertical scrolling on certain levels is a welcome touch.

However, it's a little slow-moving at times, and the frustration level reaches epic proportions when you're being bounced between enemies with no way of escaping.

I advise you to try the game out first — unless you liked it on another machine, in which case it's an excellent conversion, well worth the cash.



TIP TIME! Crack the eggs before they hatch into bulky Phrynosomans. Use the superweapon (hold down fire) to defeat large baddies.

“Frustration level reaches epic proportions when you're being bounced between enemies”



■ Looking and playing identically to its Mega Drive counterpart, Joe And Mac is an attractive arcade romp. There are some flaws, however, including your character getting smushed while he's hopping in agony after just being hit! It's frustrating enough without this problem, due to the sheer amount of baddies on screen at one time, and the often limited space in which to manoeuvre. On the other hand, the simultaneous two-player mode is great — I love the way you can jump on your colleague's head and even throw him! Good fun, but not perfect. 



■ It's a disaster of a two-player game, but tougher than a Tyrannosaurus!



ROME AD92

■ Millennium,
£25.99

A slave's life isn't easy. As well as being a downtrodden second-class citizen, you also get to hear

of nasty plots to bump off the emperor. Rather than musing that 'he deserves it anyway, what with the state of the economy', wouldn't it be better to finish mucking off the toilet, then travel to Rome to warn him? It could really improve your social standing, not to mention build up your bank balance. That's what Rome AD92 is all about.

The extensive play area's displayed in a scrolling forward perspective, with the area you're in littered with scenery, most of which is noninteractive. Not that this matters. There's a wealth of other characters to interact with, via an easy control method. Simply click on an option, then select the appropriate part of the scenery, and the action is implemented before your eyes.

Wherever
you may
Rome

Movement is a piece of pie. By clicking your chosen destination on the map screen, your slave automatically walks there. Alternatively, there are direction arrows on the main screen for hands-on control. There's a thoughtful 'run' option too, should times be of the essence — and it often is.

Four (or six) levels follow the same adventure gamestyle, but the third and fifth see you controlling a mid-army as first British then Egyptian sell. You've got to use your man to defeat the slightly skilled enemy, using a plethora of strategic options. They use the same graphical style as the other levels — this sounds

strange for a strategy section, but works well in practice.

I like Rome AD92. There's enough variety and things to do to keep you occupied, and although some of the presentation screens are dodgy, the graphical quality is generally very high. It's not everyone's goblet of tea, but I very much doubt you'll regret buying it.



TIP TIME! On the first level if you mug as many people as possible within the time limit, you'll get loads of money to set you up nicely for the next section!



RICH PICKINGS

■ A combination of adventure and strategy sounds deadly dull, but Rome AD92 isn't for aces. These level graphics are nicely created, as are the interactive characters going about their daily business. Even their silly names (eg Seganus Mogedivus) don't detract from the authentic atmosphere. There's plenty of typically Roman things to do, like gambling, buying slaves, and entering them in gladiatorial contests. And extremely user-friendly controls make adventuring easy and enjoyable. As for the third level, it must be the most addictive, user-friendly strategy game ever. Brilliantly designed, Rome AD92 obviously wasn't built in a day!



■ Coo-wee, dah-dah-dee-dee dah-dah-dee-dee, dah-dah-dee-dee dah-dah-dee-dee — how that theme tune used to send shivers down my spine. I'd drop my Action Man™ instantly when that came on the telly. Guac! Canal to defend or not? The question is, though, would I drop my Transformer™ nowadays in order to play the computer game?

Well, in a word, 'no'. Unless it was a boring Transformer™ (like Bumble Bee™) I wouldn't, anyway. And why? Because there's just not enough to do. Posing in both the eye and ear, and incorporating a detailed — and useful — status panel, you'd think that with a licence like this you couldn't go wrong. You can. ■



DALEK ATTACK

■ Admiral Software,
£16.99

If I remember the series correctly, Davros (the Dalek commander) was killed when his people-hating metallic army realised he was half-human himself. In Dalek Attack he's been resurrected, only to send his psychotic servants to wipe out Earth's inhabitants.

The Daleks and their accompanying mutant allies have already taken over some major cities. Dr Ethic (and optional assistant, controlled by a second player), has to prevent further invasion, while destroying the existing battle force. To make matters worse, the Daleks have set up pods that are destroying the earth's ozone layer.

To stop this, the Doctor™ must infiltrate the captured London and find the necessary Smart Card, awarded after rescuing a quota of people. Further tasks involve travelling to Paris, New York and Tokyo. Finally, he must kill Davros on the Dalek world, Skaro.

Following the horizontal shoot-'em-up action of

the first level, the game transforms into an arcade-adventure. It's not bad, as the agile Doctor can hang or climb on most of the scenery. You have to be careful though — long falls kill the hero outright, rather than draining his energy bar.

Exterminate! Exterminate!

As you'd expect, the Daleks are out in force, and will shoot to kill — and initially you can't destroy them. Collecting power-up capsules this

— at least while ammunition lasts... .

Amiga Dalek Attack is very similar to its Commodore 64 incarnation, with the same annoying flaws. For example, when you fall too far the 'dying' sequence is consistent — you simply go onto your next life, only to begin falling again. Also, the unfriendly mutant blobs you float playing to

loading is the bane of my eye. It's not all bad, though. With excellent Dalek samples and neat two-player option, Attack's a fair purchase for Who enthusiasts.



TIP TIME! In London, don't take on the Daleks straight away — wait till you've gained weapon power-ups.



“ Amiga
Dalek Attack is
very similar to its
Commodore 64
incarnation ”

might he came to life.

However, there wasn't any time to go clubbing; he had a job to do. Little Trolls had either got lost or been captured, and it was his mission to save them...

He's nobody's Zeol!

It seems the ninja from the 16th dimension (Zeol) has been beaten at his own game. Trolls is a fast-moving, enjoyable platform affair with varied and exotic (two-dimensionally speaking) landscapes. Controlling your sprite is a tricky business at first, as the outlandish enemy sprites need a fair amount of stomping to kill, but once you find power-ups such as the magical yo-yo and reversal wings, life becomes a whole lot more fun.

For those of you who can't get enough of console-style platformers, Trolls won't disappoint you at all. It's probably the best one on the Amiga yet, although I still think they've got quite a long way to go before they beat Sonic the Hedgehog.



TIP TIME! Try to attempt the levels in the order in which they appear on the selection screen because later ones are just too hard to start on.



RICH PICKINGS TROLLS

■ Flair, £25.99

In some ways you're born the little pocket Trolls and know that they're supposed to be lucky. However, when my more sophisticated games are late? — One boy, our relationship crashed and burned in a rather horrible fashion two weeks later. So, if you want to keep your love life intact I'd advise you not to accept one as a gift.

However, this little Troll on the Amiga has enough problems of his own to worry about. He's got a stall for many a year — a simple wooden toy, resented by a young boy for a spinning top — when one fateful

“Outlandish enemy sprites need a fair amount of stomping to kill”



CRYSTAL KINGDOM



■ Match out for the big, bad, bald Richard O'Brian!

“The best one yet”

■ CodeMasters, £19.99

After a plethora of budget releases, Dizzy's first full-price excursion has made its way onto the Amiga. The question on most people's minds will be (understandably) whether or not it's worth the extra pennies. After all, Dizzy games tend to be simple, platform-oriented arcade adventures that, while good fun, are never particularly outstanding. There's been a lot of criticism levelled at the little egg's exploits. For a start, many believe that the games are too 'boring' — simply

■ Bizarre, the price of eggs hasn't half gone up! Paying full whack for a Dizzy game is no joke. It'd be all right if there were some new innovations in the gameplay, but no such luck: it's exactly the same as previous Dizzy outings. Simple platform action and puzzle solving is becoming a little hackneyed even on budget, never mind full price. And those crude cartoon graphics hardly show off the Amiga's capabilities. The only real improvement is that Crystal Kingdom is bigger, making it one for true Dizzy devotees only.



WAXWORKS

■ Accolade, £34.99

Madame Two Swords

The four 'exhibits' can be tackled in any order and, on entering one, you take the form of one of your ancestors (in the mine section, for example, you play a safety inspector).

Viewing the playing area from a first-person perspective, you can move around in one of two ways: either click the directional arrows on the left of the display, or simply click the piece, or window in the direction you wish to go. Collecting and manipulating objects couldn't be easier either, as is communicating with other denizens — if you get the chance!

Sudden deaths are not infrequent, but usually avoidable if a little care is taken, and most of the puzzles logical and rewarding. All-in-all Waxworks is an excellent production that won't get on your wick!

TIP TIME! Make an accurate map as you go, and save your game position before undertaking any dangerous actions.

“Even critics of the genre will be forced to sit up and take notice”

At the risk of waxing lyrical, I must say that this absorbing icon-driven adventure really fits my candle! Graphically flawless and incorporating a uniquely user-friendly interface, even critics of the genre will be forced to sit up and take notice.

An intriguing plot sees the player searching four different exhibits within a creepy workroom. These are: a trap-riddled Egyptian pyramid (where you must rescue a young virgin), a spooky cemetery (primarily with rotting corpses), the East End of London c. 1880 (help bang Jack The Ripper to rights), and an abandoned mine (abandoned by everyone except the mutant humans hell-bent on your destruction, that is!).

Your initial objective in each location is to find and deal with an evil ancestral twin. A curse has been placed on your family by a wicked witch, y'know, and it's up to you — with a little help from your dead uncle! — to break it. The intricacies of the plot are far too complicated to detail here, suffice to say you're in the good guy...

■ I thought the Troll's hair colour was bright, until I saw the psychedelic graphics in this packing computer version: it makes even 2000 look dull! I never really saw the attraction of the boys, but this stunning pattern ramp really brings them to life. It's great the way the cute hero uses his yo-yo to swing from and over platforms, à la Asterix/Garfield style. Control's very tricky to begin with, but the ability to choose your starting level eases the initial frustration — as do regular instant points. Apart from the yo-yo there's little innovation, but it's all done extremely slickly. Troll plays as good as it looks.



■ Yet Calcular isn't the worst! It felt like Mark II's designs, we think...



DIZZY

The same design time after time with a few different puzzles and graphics. I've always enjoyed them, and Crystal Kingdom is no exception.

Egg Flip

Perhaps the biggest departure from the existing style is controllable jumps. Dizzy can finally change direction in mid-air, making platform negotiating and avoiding nasties less of a nightmare. There are also four separate levels, each made up of 20 to 30 screens, and accessed by pass-codes. This just about eliminates the tiresome business of having to go back to the start should you make some silly mistakes (as well as giving scope for cheating).

Once you've got over the initial improvements related aspects, there's not much there that hasn't been done already. Granted, there are a few new screens, and the puzzles are pretty slick on the ground (if a little simple), but those who haven't lived reading Dizzy games won't be concerned by this. However, I'd still say it's the best one yet, and worth the cash if you're feeling particularly rich on a rainy day.

TIP TIME! Try to use every single object in every possible location if you get stuck.



■ Video nasty fans'll love this. I don't think I've ever seen such a gory game. Particularly stomach-churning are the death scenes, showing you mangled, slashed, choked and decapitated, to name but a few. No doubt some will find it offensive, but I reckon it's about time we had some proper horror adventures. Of course, good horror doesn't depend solely on gore, and neither does Waxworks. Then swapping between the game's ten (5) disks doesn't spoil the intense atmosphere. The suspense of exploring spooky graveyards and mine shafts is enhanced by gloom, shadow-laden graphics and a sinister soundtrack. It's like staring in your own horror movie!



■ Not the first gift to lose her heart over an Amiga Force reviewer! Above is the solution to the pyramidal level's toughest puzzle...

I BELIEVE MIRACLE

Weighing in at just under £300, the Mindscape Miracle Piano Teaching System isn't just a cheap novelty — but for the gift of music it seems a small price to pay. So just what DO you get for your money, and can it really teach you how to play? For a balanced overview we decided to give it a two-pronged attack: Steve, who can't play a note, looks at it from the novice's point of view while Phil, music maestro that he is, examines Mindscape's Miracle from a semi-professional vantage point. Take it away then, boys, a one and a two and a three... hit it!

WHAT IS THE MIRACLE?

■ Your £300 will buy you the keyboard itself, which has two built-in stereo speakers, a four-octave velocity-sensitive range of full-size keys, a selection of 128 instruments, headphone socket, MIDI in and Out ports, and even a sustain pedal (albeit a rather flimsy foam one).

Not only this, but you also get the complete Miracle Teaching System: a three-disk suite of programs to teach you everything from the musical basics to Grade 11 standard tunes, as a vast number of instructive, interactive Lessons. The ingenious system analyses your playing for any errors, and if it finds them, decides how best to amend them. The software includes four arcade subgames and even a simple sequencer.



ADMINISTRATION

■ This is where you enrol in the Miracle Course. Any number of people can join, with detailed records kept of their progress. From here you can also alter various parameters, including when the music page automatically turns, whether the foot pedal acts as a Spacebar, the volume of the microphone, and the volume of the speakers.

The Progress icon enables you to look at any user's progress in overall performance, pitch, and rhythm — plus the Lessons and Chapters they've completed. There's also a Hall Of Fame for the Arcade games. You can even print out a certificate on completing certain sections of the Miracle course!



CLASSROOM

■ This is where you actually learn to play, using the Lessons which are organised into Chapters. You can skip any of these and advance to harder ones (good for people who already know how to play a bit). Or simply click on 'OK' to return to the Lesson where you left off in your previous session. During Lessons, your knowledge is tested with a series of Flashboards with multiple-choice

questions. You can also advance to the next lesson, restart the current one (if you missed something), or return to the previous one.

PRACTICE ROOM

■ Between Lessons, you'll want to practise your newly acquired skills here. Any of the pieces can be played, and the Miracle will suggest suitable ones after each Chapter.

You can play left and/or right-hand parts, with the option of the Miracle playing the other. If you're feeling lazy, you can simply listen to the Miracle play it all. Breaking it down even further, you can practise just the notes (with no regard to rhythm) or the rhythm (playing any notes, as long as they're in time).



ARCADE

■ Any of the three Arcade games can be played from here.

Ducks is a sort of shooting gallery, with the quackers swimming along the lines and spaces of the staff — simply hit the right note to shoot the duck in the relevant position. You should have to shoot the leading duck, though, and only 30 flying muskets are allowed (as no cheating by running your hand up and down the keys!). A useful exercise for learning to read music.

Rhythm teaches you how to play chords.

PERFORMANCE HALL

■ This is the venue where you play with the Miracle orchestra. As well as choosing which piece to play, you can select whether to play left-hand parts (or both) and alter the tempo (up or down). Yes, this is your moment of glory: knock 'em dead!



EIN ES

STUDIO

Once you've learned to play a bit, you'll no longer want to record your own music. The Studio is a simple sequencer, enabling you to record seven tracks using various

instruments, one at a time, and play them back together — all your heart out, Mike Cavalieri.

Tempo and volume can be adjusted, before recording each track in real time. Up to seven of the Miracle's 128 instruments can be used, each on a different track, with the eighth track reserved for the metronome. Any of the tracks can be muted before playing back and recording the song on the on-screen tape recorder. It can then be saved to disk.

By no means is it comparable to proper sequencing software (eg Music X), due to the inability to edit the sequences by hand, by internal playing mistakes, but the Studio's a lot of fun to use — especially after a hard practice session.



A helicopter flies onto the screen, towing the chord notes. You must play these within the short time limit as the parachutes land safely — get it wrong and they go solo!

Aliens is a Close Encounters spoof, with an alien ship descending and playing sequences of notes. You have to copy these within a time limit. The friendly aliens help you out, however, by shining a spotlight on the on-screen keyboard and putting a



triangle in the staff to indicate the next note. Fingering is aided by numbers in the alien ship's windows.

After your hard work, why not sit back and relax while the Miracle plays its repertoire of tunes. Any can be selected from the Submix, complete with orchestral accompaniment — great fun for parties!



THE PLANIST'S VIEW

Let me say this first: the Miracle is no substitute for a good piano teacher (by the way, mine was an attractive young lady). The way it analyses your playing is at very clever, but there are some things it just can't spot. One example is the fingering of notes. Obviously, if I don't know which finger you're using — and you could easily get away with incorrect fingering on early lessons, forming bad habits which only become apparent later on, when the correct fingering really must be used. Another problem is the way the program forces you to repeat Lessons and Practice sessions needlessly when you've made the odd mistake. This could be very discouraging, especially for the complete novice. A real piano teacher would recognise this frustration and work round it

with some fun exercises to keep up the pupil's interest.

Also, the way the program punishes some errors and not others is off-putting. Often, when I thought I'd



played badly, it let me off some quite horrendous errors, while on other occasions I might've only missed a note and the pediatric program would send me back to the practice room! In fact, the latter was all the more frustrating because of flaws in the program. Often I would play (and hear) a note, and go on to play the next few notes, only to realise that the cursor was still on the note I'd played — only the program somehow hadn't heard it!

Perhaps the most important flaw of all, however, is the lack of artistic expression. A good music teacher would appreciate and encourage this, even if it's a few wrong notes every played. The Miracle, on the other hand, expects everything to be played in strict time (no room for *rubato* here), and doesn't care about playing dynamics (the loudness of the notes) at all — one of the

important factors in classical music, at least.

So it's a complete waste of money, right? Not at all. To be fair, the system has been devised as an aid rather than a replacement for conventional teaching methods. As this, it works well, it's especially good for teaching complete novices the basics, eg reading music (and recognising notes on the keyboard). And the slick presentation and fun arcade games makes normally tedious exercises fun — especially for youngsters. Most importantly, if it speeds up your musical development even marginally, it'll pay for itself in the long term. It's a reduced number of very expensive piano lessons needed to pass the various Grade exams. £299 is an incredibly low price — even for the full-size-key, velocity-sensitive, MIDI keyboard alone, never mind the software.

Despite the system's flaws, as a practice aid, or introduction for complete novices, it's well worth the money. Just don't expect miracles! **PHIL**

THE NOVICE'S VIEW

It's a miracle! No, not the keyboard, the fact that I've spent two hours a day for the past ten days sitting in front of it and... practicing!

Like legends of other mostly-named prepubescent British kids, my parents bled, begged, blackmailed and generally threatened me into taking piano lessons. But, like the vast majority of my contemporaries, I too felt the wayward and talked miserably to progress much further than finding 'middle C'.

I put it down to the fact that at about the time I was 'learning', I was also discovering that John Thomas was possibly useful for more than just the obvious. Maybe if my piano teacher had been some seven-haired beauty with a penchant for loose clothing — instead of a dishevelled octogenarian with hygiene problem — things

may have been different...

Well, I'm certainly making up for lost time now; although I feel it's fair to point out that I haven't just got hold of a second disk drive. I'd be losing one half of a lot of quality keyboard-baring time swapping disks. In fact, if you only have the one internal drive on your Amiga, I'd have to go as far as saying that using the disk-based lessons would be prohibitively cumbersome — just why do you have to swap so often, anyway? Attempting to access lessons on the Amiga on the one drive, I had to swap the disks around a staggering nine times before I could even attempt to hit the right note!

When you eventually do get into the game-based practice lessons though, you find that they've been designed in a fantastically effective fashion. Everyone knows just how mind-numbingly boring practicing scales can be, but

with the inclusion of snazzy, interactive graphics (and even a scoring system!), the tedium is done away with. In fact, it's fun!

It's surprising how quickly the rudimentary are picked up, in all honesty. After only a few hours, I found that some of the simpler routines were becoming second nature to me. Now that may not sound too impressive to anyone who's done a bit of very linking in the past, but for someone who generally shies at just the thought of sitting before a keyboard — a residual three-back to my geriatric halitosis victims, I'm afraid — it's a great achievement indeed.

Just fiddling about with the piano on its own (you don't have to connect it to your Amiga to make it work) is rewarding in itself. Some of the exercises that come out of it positively make experimentalists Clap. So, I'm no Jean-Michel Jarre, but from time to time scores grow... **STEVE**

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THE SEQUENCE

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As people grow up, their musical tastes change. I, James Tora Dool Price, can remember listening to some absolutely diabolical tunes in my time, but the one thing I always wanted to do was play them with my own hands.

I used to look at pianos and keyboards and maybe even have a go myself, but the only tune I could play was a particularly mangled version of 'Chopsticks' (you know the one I mean). Disillusioned, I began to learn the guitar instead. A few years have passed now, and I can just about play the odd song without getting too many chords wrong. I still want to play like Chopin on those little white keys, though, so imagine my surprise when the *Miracle Keyboard* provided an affordable (not to mention comprehensive) solution.

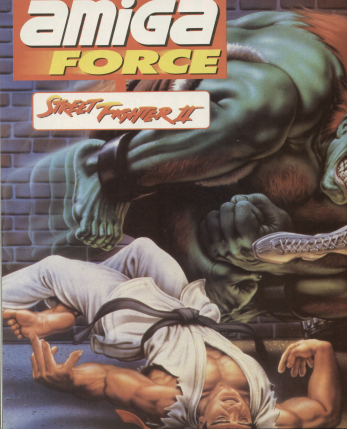
As you'll know, having read Phil and Steve's feature on the *Miracle* (page 38), you can link it up to your Amiga and receive an intelligent tutorial (courtesy of the tutorial disks included with the package). However, it's not just limited to learning, as I'd say it's one of the best and most affordable MIDI keyboards around. You don't just have to use it with your Amiga either — it works every bit as well as a stand-alone keyboard, with some well-thought solos to use in all those symphonies you'll be writing...

Walking on water

In the shops, these wonderful little bundles would sell you back a very reasonable £299.95, but we've got two to give away to those clever enough to solve the following puzzle! Somewhere on this page you'll see a picture of a keyboard section. On the keys you'll notice numbers, going up in order. All you have to do is find a piano (or similar instrument) and play the following sequence, using the numbers on our instrument as a reference. You should recognise the tune fairly quickly, so write its name on the back of a (preferably funny) postcard, and send it to /MANT TO WORK MIRACLES COMP, AMIGA FORCE, European Impact, Luton, Bedfordshire MK1 1JW. Winners will be notified once the draw has been made (on 1 April), so no naughty phoning us up to poster an answer out of us. If it won't work, you know!

amiga FORCE

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FORCE mail

We've been inundated with praise for the first two issues of **AMIGA FORCE**, but we won't let it go to our heads. To tell us what you think of the mag, the Amiga scene, or any other related topic, send your letters to: Force 3 Mail, **AMIGA FORCE**, European Impact, Ludlow, Shropshire SY8 1JW. Sorry, but we can't give personal replies through the post.

YOU PAYS YER MONEY...

Dear **AMIGA FORCE**
I felt I must write to say how pleased I was when I purchased your excellent magazine. As with CRASH it is every mag a computer buff could read and much more.

This is the first and only mag I have read from cover to cover, ever, and the only one I have bought since the catastrophic time when my two-year-old trusty Amiga 500 (I called her Amanda) was stolen from my bedchambers, along with most of my games and other stuff.

Since then I began saving for a new Amiga and waiting to see if the insurance will pay enough to buy one when or if it comes around.

In the meantime I need some sound advice about the market at the moment. Advice from friends just confuses me even more, so I decided to ask the people who make this 'Street' magazine, here goes:

My first option is the A600 basic pack at £199, the second the A600 HD Pack at £400-£500; the third and most visible the A2000 at £400 or A500 HD at £300-£350.

I was told by friends that the A1200 is twice as fast and powerful as the A600 and has a few specially written games for it, is this true and can you explain why, if possible?

The hard drive leaves another dilemma, as I was told games can be saved onto them and used or loaded straight into the Amiga, saving damage to disks and time. Is this true and are they worth the money?

Yours completely

J Maguire, Wolverton, Liverpool

■ Thanks for your kind comments, I hope don't people use their terms? It's so impressional. As to which machine you should buy, I'd suggest you look at our roundup of games from the software houses in this month's 'Read All About It' section before plunging for an A1200.

It is by far and away the better machine. The 32-bit processor runs at about twice the speed of the A500/A600's and, with the new custom chips,

the 1200 runs programs up to six times faster! Fully enhanced graphical capabilities use a palette of 16.8 million colours! The only problem is that, as a new machine on the market, it's impossible to judge what kind of software support it will achieve. Like the great video recorder war of the late 1970s (as it's come to be known), many people may stand to get their fingers burned. Although the Datamax model was technically superior, VHS won out in the end due to better marketing and other factors.

At least with the A600 you're guaranteed access to a vast amount of titles. And hard drives? In the end of the day, I feel it's just a matter of financial constraints. With a hard disk you can load certain pieces of software (though many games are protected) into the system for faster loading and storing — great for casual utilities that usually come on several floppies! The simple answer is get one if you can afford it, but if you can't don't let it overly upset!

Steve

YELLOW PERIL AND A SEGA SAGA

To **AMIGA FORCE**
Thanks to everyone at **AMIGA FORCE** for a top-class mag. I've had my Amiga for about a year

A QUICKSHOT IN THE DARK

Dear Steve

I think your magazine is excellent, especially without the demo disks. Your competitors are also great, but would it be possible to include competitions for brand-new games such as *Robot* and *Scissible* *Scorer* 1.1? Could you also tell me when the *Quicksheet* Supervision will be available, and will you be doing reviews for the little machine?

I also thought your reply to the mother of the three-year-old Amiga whizzed away witty and enjoyable.

Yours sincerely

B Nag, Wigton, Lancaster

■ Okay, R, I've just got off the phone to Quicksheet's MD who tells me that the Supervision is already available. Since we covered it last issue I've been keeping an eye out for it in the shops — just out of curiosity, really. Could a UK company beat Nintendo at their own game? Sadly, though, it doesn't look as if many of the big multiples have taken the hand-held machine on board, but if you'd like to give Quicksheet a ring on 081 365 1993, they assure me they'd be delighted to tell you where you can obtain one. There will be over 40 games available for the system by the time you read this, and yes, we'll keep you up to date as to which titles are out there as and when we receive details (I've been promised a bumper bundle in time for next issue, so keep 'em peeled). And competitors for new games? I'm looking into it...

Steve

THE COMIC STRIP PRESENTS...

Dear **AMIGA FORCE**

After buying issues #1 and #2, I felt it was about time I wrote. Just to say **WELL DONE!** Your mag has set a fabulous standard which a lot of other mags should follow. 36 sheet cards (how about doing them on card? Just a thought)? Tips for almost every full-price game reviewed? So much the cheaper because there are no caddy demos on the front cover? Nearly 30 pages of tips? Fabulous! These great ideas all add up to make an excellent magazine which deserves credit.

Some points: I think it's a great idea of Gareth Foster's (last #2) from Avon for you to have a (computer-related comic strip. I've seen other mags do the same, and it

and have had no problem with it so far, but recently all the yellow on the screen has turned pink. Is it the computer or the modulator? Plus, can I upgrade my A500 to a 32-bit so that I can run A1200 games? By the way, I was looking through some mags and found this piece on buying your Amiga into a Mega Drive and a Mega CD and still run all Amiga games. I hope you can print this to show your other readers (we can't, it was an advert clipped from a rival publication). Is it true?

Thanks

J Cook, Lee, London.

■ Prayer What a struggle I've had attempting to get the info you want from Commodore. Since I won't a registered Commodore dealer, the Cardiff-type respondent who took my call would only suggest that I enter any enquiries back to the shop where I bought my machine! After patiently explaining who I was and why I wanted the information, she very

kindly cut me off. Further attempts furnished me with the following:

Though the only way to upgrade your A500 to a 32-bit machine would be by replacing the entire motherboard — approximately cost more than a new A1200!

Your 'yellow to pink' problem is really a fault with the green (V), by swapping your modulator with a friend to see if that's the cause of the trouble. If it isn't, you'll certainly need to consult a specialist. And finally, the company offering goods enabling your Amiga to run Sega Mega Drive carts are asking for more cash than the price of a new Mega Drive! So even if it did work, what would be the point? Hope that helps...

Steve

seemed to work for them.

On your reviews, it would be nice for you to give an overall mark on games for graphics, playability, testability, sound, etc. Also, maybe if you made your reviews slightly bigger, and took a point of view from two reviewers instead of just the one? I am thinking seriously about subscribing to *AMIGA FORCE*, but it would be nice if you supplied your own personal service, so I could subscribe to a for 12 months like other magazines, I think your magazine is brilliant, and hope it thrives in the way that *CRASH* did in the '80s. Keep up the good work!

Richard Chance, Bolton, Lancs
PS This cheat for *Tarmon 2* is wrong. In *tarmon* file, you enter the music selection screen (HELP or SPACE), and type in 1, 4 and 2. It may not work the first time, so try it again if it doesn't.

THAT (S)WINGS IT!

Dear Steve

I am writing in connection with Kenneth Shaw's letter (2), to the singer in the January issue of *AMIGA FORCE*.

I also have a copy of *Wings* which I purchased over a year ago and it's true, it appears from his letter that he only has the one manual, this being the (19-page) instruction manual. He should have received another manual entitled 'Wings Personal Computer Simulation'. This is an 83-page book which gives you a potent history of air combat during

■ Glad you liked Gareth's idea about the comic strip: see this month's 'Read All About It' section to find Mr Foster's first piece of published work — yes, after reading my reply last issue I sent some in (and I couldn't very well turn it down, now, could I?). Your comments about our review style are welcome, I've already incorporated a second comment for a more balanced view, although I'm still resisting the temptation to rate the games. Next month we'll be running a detailed reader survey which will address this very point (among other things). If enough people want to (see the games marked, we'll do it), but until the results of the survey have been collated the reviews will stay as they are...

■ Didn't you see the subscription offer in issue #2? Oh well, check out page 61 this month to find details on a great deal!

Steve

WWE. It is this that gives you the passwords, in page 48, paragraph 4, line 1, word 3 — 'Booster'. So if he only has one manual he is well within his rights to go back to the place where he purchased the game and say, 'This game should have two manuals but it only has one, if he still gets to refuse and is stuck with a game he can't play, could you give me his address so I could get in touch with him and maybe help him out with his passwords?'

Keep up the good work on a fine mag

Alex Crawford, Hite, Scotland

■ Thanks for straightening that out for us. And, for the offer of help. There's a problem there, though, in that most of us help can't, the only way it can now would be to photocopy the entire 83-page book (which, incidentally, must either be 82 or 84 pages, as

you can't have an odd number of pages in a book!). Now not only would that be a mighty hassle for you, it would also be strictly illegal. As such, there's no way I can forward you the address. I'm afraid — looks like Ken'll have to have some serious words with his stockist...
Steve

AMAZING FEAT!

Dear Sir

Could you please answer my questions about the foot pedal for the Amiga.

- 1) Can you combine it with another joystick such as the Logic 3 steering wheel, and how?
- 2) Where can I get one?
- 3) If you cannot deal with the foot pedal, then can you play the pedal into port 1, yet still steer with a joystick in port 2? Because usually when playing, you use only one joystick port, and only one joystick.
- 4) Are there any fact sheets or information sheets devoted to products that are available.

Mark Barrett, Weybridge, Surrey

■ assume you're referring to the Quickshot Foot Pedal. Nick, in which case 'yes', 'Quickshot', yes, but not how you think' and 'sort of' are the answers! Seriously, the Foot Pedal will work in number of different ways, but to find out more about it, why not phone Quickshot themselves? Their number is printed elsewhere in this column, and they'll be happy to help. They'll also send you fact sheets on all their products. I'm sure, as will other manufacturers if you ask nicely enough for at least sound as if you really do intend to buy something (convincingly enough).

Steve

SIR, IF YOU DON'T MIND!

Dear Sir/Madam

Having flicked through issue #2 of your magazine a few times on visiting my local newsagents, I decided to buy it. On reading it, I thought 'wow! It was very bright and eye-catching, and I have never seen so many tips & cheats in one mag. Having for a long time been thinking about buying an Amiga, I decided to write to you to ask for some expert advice on which one would be the best for me for the money. Basically, all I want it to do is to play a few games, to do a bit of word processing and a few home accounts.

Please print my letter as I'm at my wit's end. I've asked a few people but they weren't much help!

Mina L Lewis, Northfleet, Kent

■ A second-hand A500 with 1 meg upgrade would be ideal for your needs, just ensure it's all working properly before parting with any cash. The new A500 would be too, although the omission of a numerical keypad may cause some headaches if you're planning some serious home accounting. Nevertheless, there's no difference between the two, apart from the well-publicised fact that some games which require the numerical keypad won't work properly on the 600 for obvious reasons.

Steve

TIPS BITS

This little section's dedicated to all the letters we receive asking for help with games we haven't completed, or simply don't know the answers to! If YOU can help, please reply to the usual address, marking your letter 'Tips Bits', Cheers!

■ I recently bought *Law Of The Zanzibaris*, and have managed to free myself from the dungeon and am now in the village of Tumbavie. I have acquired a flask, a knife, some broken glass and a tinderbox. Unfortunately I can't find my way into the castle or the town hall and can't find the dragon. Please help me!
L. Bell, Penrith

■ Have you got any cheats for *CastleMaster's* Captain Dynamo?
D. Barnes, Huddersfield, Norfolk
PS: Thanks for publishing 'AMIGA FORCE' it's just the kind of magazine I want.

■ After being stuck in the second level in *Football Director* I was glad to see a cheat in another somewhat tiny magazine for infinite money. Unfortunately it did not seem to work I would be grateful if someone could help me out.
C. Allen, Stevenage

■ I've been struggling with the game *Shadow Of The Beast* 2/3r quite some time now, and I am getting nowhere. I know of a cheat to get infinite energy (walk right ask the first person). TGV

PNITS), but I cannot reach several places, such as the Cobble's cave. I also can't get past the traps in the Western passage, guarded by the man putting a stone with spikes sticking out. I can get past him, it's the traps that I can't work on. I presume could you give me some help, as I'm getting frustrated.
Tom Whelshoff, Nr. Repton, North

■ I read help (his comments seemed) in an April Don Bull's/Dragon's Lair too. I told you I needed help, but seriously, I need to find out how to get out of the 'Labyrinth' level in *Enchanter* from *Singer's Castle* to go on to fight the final shape-shifter on the final level. As everyone who's been there knows, it's possibly the most boring level in the universe and I'm sick of committing 'suicide' in frustration.
Randolph Lincoln-Smith, Ca. Ashton, N. Ireland

GOING PUBLIC

Public Domain and Shareware libraries are an excellent source of value-for-money games. Saving his cash for other vices, JAMES 'THE RIGHT' PRICE checks out the latest PD products...

WHAT IS PD?

Public Domain (or PD) programs are where a programmer has relaxed his or her copyright, allowing them to be distributed freely. PD libraries charge only disk and duplication costs, and you're perfectly entitled to copy a friend's disk. PD's bigger brother Shareware can also be freely copied, although the programmers usually ask for a negligible registration fee, should you wish to use their game frequently.

Shareware is a new one on us, but is essentially Shareware with the fee given to a worthy charity. Good to see that someone still cares — make sure that you do too.

ACT OF WAR

■ 17 Bit

Can anyone remember Laser Squad? It's easily one of the most compulsive strategy games ever. I spent hours playing through the different scenarios, and enjoy them even to this day. Well, it seems somebody out there does too, as Act Of War's one of the best PD titles I've seen in a long while.

For those unfamiliar with the game style, each side takes turns to



■ Act of War has a mission designer, so you can make weird scenarios like de-lousing Saddam's mustache!



move their troops. This is done by using each unit's allocation of 'action points' to perform certain actions. This can be anything from opening a door to loading a firearm with a view to blowing some poor soul's head off. Once you're satisfied with your soldiers' movements, you simply select the end turn option, and it's time for your opponent (be it computer or human) to make their move.

Act Of War comes with three scenarios, each one following on from the last. Select a mission and you find yourself at the starting station, although the programmer has been thoughtful enough to include a default set for people too hurried (or too stupid) to choose their own.

Once you've played it for a while, you soon get the hang of the well-designed control method. Moving your troops around becomes almost second nature and you might actually be able to complete a mission...

Act's a Shareware game with a CD tag attached. However, those honest enough to register will receive an updated version of the game, complete with an additional mission and an excellent level designer. To me, this seems

like incredible value for money: one of the best Shareware deals I've seen so far.



THE TEXAS CHAINSAW MASSACRE

■ 17 Bit

Quite easily the sciciest game of the month, Massacre is the Amiga incarnation of the modestly well-known (and immensely gruesome) film. You take the part of Leatherface, a psychotic chainsaw-wielding madman

Who will survive and what will be left of them?



"THE TEXAS CHAINSAW MASSACRE"

Also known as The Texas Chainsaw Massacre: The Game

THE ADVENTURES OF QUIK AND SILVA

■ 17 Bit

If you like big sprites and tricky gameplay reminiscent of the earlier Mario games, you'll probably like The Adventures Of Quik And Silva.

For those of you unfamiliar with the aforementioned gamestyle (where have you been?), Adventures is a horizontally scrolling

DATACLAN GAMES DISK 4 (1 Disk)

■ AMIGA RACE

Every compilation has its duffier, no matter how far or how wide you look. I doubt you'll ever find a collection of games without the obligatory dodgy game.

Amiga Race is Dataclan 4's guest in the pack. It's yet another variation on the Asteroids theme, with its distinguishing feature being a lack of additivity. The usual rotate/thrust controls are the same as ever, but it differs from usual ventures by including a fairly large score box in the centre of the screen. This can't be flown or shot through, so you have to fly around it to clear the awful-looking aliens.

You can't even fly off the screen — something we all take for granted.



SAWSAW

with an incredibly bloodcurdling soundtrack. Wandering around a garden, you get to murder anyone foolish enough to stroll in front of your rusty blade. That's about it, although you do have to look for petals to replenish your rapidly diminishing supply, or it's game over for the age and hero.

Chainsaw comes at a registration fee. I can't recommend you buy it, as you'll have seen all it has to offer after your first sitting. There's just not enough to do. The death sequences aren't really that gory either — if you want to be disgusted, check out Atoll's *Blasphemers* in the Rich Pickings section of this list.



platform game. Enemies must be shot with your initially feeble gun, although power-ups can be collected to make matters a little easier. Contact with the platform's resident creatures results in the loss of a life, and it's back to the level start for our hero.



AMIGOIDS

Now I don't know how this came about but Amigoids is exactly the same program as Lammigoids (see last list). It's another Amigoids clone, but with alternative graphics and soundly done effects. To be fair, it's an adequate rendition that remains enjoyable as long as your love of the arcade machine gets. For me, the hooked out at around 7.5 minutes playing time.



QRC

I was a little shocked (not to mention dismayed) when I noticed a review for Q-Net in a *Melody* magazine. It was on the Gemini Bay at the usual high price, and I wondered whether anyone would actually play for such an old and crinkly console.

Q-Net is a *Chameleon* version. As a Q-Net game, it's a perfect implementation — and a poke in the eye for those hard-fell'd owners who went out and bought it.

REVENGE OF THE MUTANT CAMELS

Jeff Minter's eccentric shoot 'em up is one of



Sonic The Hedgehog. Bub and Bob (Bubble Bobble stars), and a creature we think came from

Nebulus. What they're doing in *Adventures* is beyond us, but we assume the programmer has used a pseudonym to avoid legal repercussions. There are probably a few more stars on later levels, but the game is left down by the lack of restart points. I don't like going back to the start of a section every time I die — it makes my turning-off finger twitch in an alarming manner...

■ Is it me, or does Sonic look hung over? Or is he surprised to see a creature in a red shell-suit with accompanying visor? I would bet



the weirdest games I've seen in a long time. Basically, you're a mutant camel, and your lot in this involves shooting all manner of strange species while walking (and jumping) over a hostile landscape. There's also the option to have either a human or computer-controlled partner (it's a yes, I think, to assist in the campaign). The graphics are clear and well animated, and the sampled sound effects give atmosphere to the strange happenings. Some of the species are out of this world, one sound is filled with hostile yell-ups (or, I don't think that's supposed to be just Old Holborn in there, sort — G.G.). Teleconferencing, you could say.

As you'd expect, *Revenge of the Shrews*, carrying a CD registration fee, it's a pretty essential purchase to both camel enthusiasts and everyday gamers, because it's pure unadorned fun as opposed to recycled garbage. By far the best game on the disk.



TRAILBLAZER

Like *Revenge*, Trailblazer's a non-version of an old 8-bit

PUBLIC DOMAIN



NEIGHBOURS THE ADVENTURE

■ 16/32

■ Who agrees with me when I say *Neighbours* is a kids' programme these days? I can remember a time when people over three could identify with (or at least laugh at) the characters without bailing in a second. These days, I'd rather eat my socks than endure a single episode, as the cringe-worthy plot does little to build up poorly researched characters.

So what about this PD adventure? It's obviously not a licensed version (although the programmers credit Grundy Television as the title screen). Well, the plot does fairly close to the subject matter (it's rubbish), dealing money-mad Paul Robinson's attempt to buy Ramsey Street and turn it into a mega-farm, or something. Of course, you (as the unidentified hero) have other ideas and wander around the graphic adventure, collecting evidence of Paul's illegal activities.

All of the locations are digitised from the TV

game. In the original, you controlled a sphere rolling along a prefigured pathway replete with hazards. These took the form of holes (to fall through, unless jumped) or special patches that influenced your craft's movement (boosting it down, speeding it up, etc.).

It was a simple concept that managed to be both tricky and addictive — for a while, at least. The Amiga incarnation's pretty much the same, right down to the rapid graphics unfortunately. This still doesn't detract from what is otherwise an engaging challenge, though, and it certainly is refreshing to take another roll down Nossington Avenue.

WELTRIX

■ Let's get this straight now: Weltrix is Weltrix on PD. It's a fairly good replica (apart from the awful controls) but the fact

remains that it's just not a good game. Weltrix was addictive, fun and simple — everything it blew up isn't. Weltrix is just as bad because it's the same.





series and, surprisingly enough, all of them manage to be recognisable.

However, the screens are very uninteresting (not to mention unimpressive) and the game text is very sparse to say the least. OK, so it may be PD, but I'll have thought they could have added a little more depth. After all, you've got the ultimate opportunity for parody here and it's almost a travesty that it's been largely ignored.

■ In a desperate attempt to boost ratings, *Spacemaster* is seen wearing a plant on her head while the twins say how great *Spacemaster* tasted last night!



SPACEMASTER

■ Roberta Smith PD

■ *Spacemaster* is a three-game compilation with the general theme being all things 'spacey'. It gets off to a fairly mediocre start with *Spacemaster*, a variation on the flying section in the ancient *Combat Asari* cartridge. Two players are required in this version (the programmer says he's afraid of the mathematics involved in introducing a computer opponent) with the objective being to blast your opponent out of the sky.



■ The new model XJ-129 starfighter came with built-in under seat latrine, for the more frenetic battles.



DATACLAN

■ *Dataclan* don't charge for disk duplication — just send 'em the disk, and a stamped addressed envelope and they'll bang you the relevant compilers in the post. They can be reached at...

Dataclan
c/o 17 Salford Road
Milecross Rd
Low Fell
Lancashire
Time and Weir
NG9 4BG

Don't forget to include your name and address. You'd be surprised how many blank envelopes confuse postmen to the extent of non-delivery.

A myriad of options are available to setup up the gameplay, from black holes to different gravity and thrust levels. The latter play a fairly large part in the game, as there's a sun that (predictably) fires your craft to a clip should you get too close.

Possibly the only innovative feature is the ability to play a friend via a modem. It's a good addition, but unfortunately you have to pay the telephone bill afterwards!

By far the better game of the three is *Cybernetic*. This one- or two-player game sees you screaming through horizontally scrolling levels, shooting both asteroids and alien attack waves. There's also a fair amount of power-ups, allowing some impressive destruction should you survive that long. *Cybernetic* is both graphically and sonically excellent. Though not exactly world beating, for a mere £5 registration fee it's a great game for those horrible rainy days.

Strategy means its (occasionally ugly) head in the form of *Colonial Conquest*. Up to nine players (computer or human-controlled) can



participate, and what the game lacks in graphical and action kicks is made up for by the competitive nature of planet conquering. It plays like a board game, and won't disappoint those looking for a pocket adventure with a minimum of fuss. As with *Space War* you can play it via modem lines, rounding off a great little product.



17 BIT

■ 17 Bit Software are a lovely bunch, ever willing to cater for your Shareware/PD needs. If you want to find out more on their catalogue and order costs, send an SAE to...

17 Bit Software
1st Floor Offices
218 Market Street
Walsfield
WPT 1CH

16/32 CLUB...

■ If you want to order *Neighbours* (or anything else in their catalogue), 16/32 can be found at...

35 Northmoor Road
Shroton
Kest
MK22 2DH

Duplication costs are £2 (without disk) and £1 (with your own disk). Special offers are available to registered users — ask for information and I'm sure they'll send it.

ROBERTA SMITH DTP

■ Orders (or catalogue requests) can be sent to...

110 Falden Way
Hempstead Garden Suburb
London
NW11 6JC

The cost of disk and duplication is a mere £6 per disc, plus £3p for postage and packaging. Tarr!

I'd like to thank all of those who have contributed towards this months column (you know who you are). Also, if you run a PD library, and you believe your programs to be of a high enough quality don't hesitate, send 'em in. Until next month, then...

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NEW ENHANCED 92/93 VERSION



Full 16 bit enhanced version. Includes Scottish data and more.

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93						Professional Football Masters 92/93 (16 bit)	1	12.95	12.95
94						Professional Football Masters 92/93 (16 bit)	1	12.95	12.95
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COMPETITION

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IN AN ENVELOPE... OVER £1,500 WORTH OF KONIX JOYSTICKS UP FOR GRABS!



Microswitches, eh? We can remember when they were a luxury item, prized by many. To have a joystick with such wonderful technology would make people go weak at the knees. Now it turns out that these previously worshipped items are old hat, and that analogue sticks are the things to own. If you want to know more about them (or more specifically, the spectacular Konix version), check out the news section. Alternatively, if you want to win one, read on... Konix are very proud of their new hand-held joystick, the analogue version of the popular Speedking. So proud, in fact, that they've offered us a more than generous £100 to give away in this simple competition. All you have to do is answer the following questions...

1. A great new game arrives in the office. Does Steve...

- a. Organise a fair and honest vote so everyone gets to take it home to play it with friends?
- b. Wear it as a hat?
- c. Take it home and keep it for around three weeks, swearing loudly if anyone else asks to borrow it?

2. James and Phil are playing Sensible Soccer. James has just gone 2-1 down with 84 minutes on the clock. What does he say...

- a. Great goal Phil — you deserved that one?
- b. I used to be a woman, you know?
- c. The joystick not working properly and the light's in my eyes and the computer's a 10/10 and the...

3. James walks with a slight limp due to an injury sustained during the Falklands war. How did this happen...

- a. He stormed an enemy fort single-handedly, defeating over 20 men but got shot in the leg?
- b. He was hit by shrapnel while saving the lives of 12 innocent civilians?
- c. He tripped over the coffee table trying to change channels?

amiga FORCE

■ FINISHED? GOT A GOOD IDEA OF THE ANSWERS? THEN FILL IN THE FORM (OR A PHOTOCOPY IF YOU DON'T CARE FOR MAGAZINE MUTILATION).

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amiga FORCE

TIPS FOR ALL!

GOBLINS 2

If the terrible twosome are giving you double trouble, stop their silliness with this fully illustrated guide to the first two sections.

52



WAXWORKS

Most graveyard scenes involve either mourning or death. This will help you avoid both.

63



ROME AD92

Don't get your toga in a twist — get your head around this superlative two-level playing guide.

59



STREET FIGHTER II

Get brutal with the complete tips on how to win with any fighter against any other!

68



PLAYING TIPS

Well, Maradona had his 'hand of God' and the Greeks had their Trojan Horse, but both of these pale in comparison to AMIGA FORCE — the only way to cheat. If you want to beat that game and you haven't so far, it's almost guaranteed that A-FORCE will give you all you need to send those no-solution blues packing. Read 'em and cheat, people...

THE COMPLETE INDEX!

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GOBLINS 2

Coktel

Vision's new pointer-driven adventure is even funnier (and harder!) than the original — see the review in this issue. But if Fingus and Winkle are behaving like a couple of dimwits, this solution to the first two sections will put them on the right track.

3

Only after much hassle will Taxxon the wizard let them in. First, Fingus must knock on the door and talk to Taxxon. Winkle does the same, but the wizard still won't listen.

WINKLE POURS WATER WASTINGLY
These tips are so comprehensive, they may spoil your enjoyment of the game if used without discretion. Only use them when you're really stuck!

FOUNTAIN



2

Only Fingus can operate the Fountain. While he's doing this, Winkle fills the Bottle with the Jot Of Water.

When Winkle uses the Bottle on the Toad, he spits out a mouthful of water at the archgriffin, which hops off and reveals a Stone.



4

Fingus uses the Stone on the Mechanism to knock down the ladder Rung...



...then operates the Rung to pull down the ladder, which Winkle climbs before it snags up again.

He can now look into the Chimney, and fall down it!

VILLAGE



1

One of the old men hits you if you try to get the Bottle. What you need is a distraction. So, after placing Fingus next to the Bottle, send Winkle to get the Sausage; he gets whacked by the Notable, and...



...while the old men are laughing at this, Fingus can grab the Bottle.

5



After Winkle's blown back out of the stack, the wizard finally opens the door.



WIZARD

8

Fingus uses the Matches on the Kettle to light the stove.



He then fills the Kettle using the Bottle. When the Kettle boils, it reveals a Spring Key — Fingus turns his hand on the steam if he tries to get this.



First, he must operate Kettle to blow out the fire. He can now get the Key.

9

Fingus inserts the Spring Key in the Cuckoo-Clock on the mantelpiece.

Operating the Cuckoo-Clock results in Fingus winding it up...

When the cuckoo comes out, Winkle (stood underneath) uses the Stone on the Big Key to knock it out of the cuckoo's mouth.



7

When Winkle steps on the rug's Tail, its mouth opens. Place Fingus' head in its Head and, when the mouth is open, operate Head to get the Matches from within.



6

Fingus can talk to Tazzer (twice) for advice — but for a laugh, get Winkle to talk to him!



12



However, the big cat is a light sleeper, and neither character can grab the Sausage from the ground. With Winkle standing on the spring-trap (left of cat),

Fingus presses the Switch to send his pet onto the roof.

From here, Winkle can safely grab the Sausage.



13

GIANT



PLAYING TIPS

FOUNTAIN



10

Either character can use the Big Key to open the Cellar door in order to reach the Wire.



VILLAGE



11

Fingus uses the Bottle on the Flowers to revive them, and then picks one.



Fingus gives the Flower to the Metable, who falls asleep.

14

Fingus uses the Sausage on the pot-hole to hit the Dog!



While the Dog is reeling, Winkle sneaks past.



PLAYING TIPS

15

Winkle enters the tree hole to open the Burrow.

Fingus enters the Burrow and emerges from the tree hole.

ON THE WAY OUT OF THE FINGUS BURROW YOU WILL NEED TO HAVE OPEN UP IT

1

TRENCH

The levitating Soka won't talk unless the horses rise up to his level, using the flying Carpet. To get it, Fingus first enters the Tower and throws out a Bomb.

16

Fingus uses the Matches to light the Wood Pile at the Giant's feet.

He then cooks the Egg on the Hot Wood Pile: the smell wakes the Giant.

3

Fingus enters the Tower and throws out yet another Bomb onto the upper level.



This time Winkle gets the Bomb, Fingus lights it with the Matches, and Winkle throws it to knock the Carpet down.

4

Fingus steps on the Carpet, which rises up to the Soka, who tells him to throw some of the sand of time into the trench.



5

TOM



Fingus uses the Stone to knock the Ball down from the tree. But before either he or Winkle can get it, a naughty little boy runs out and nicks it!

17

Fingus gives the Sausage and then the Wine to the Giant, who falls into a drunken slumber, allowing Fingus to reach the exit.

2

Winkle enters the Tower and checks out a bomb to the lower level.

Fingus gets the Bomb, and Winkle quickly lights it with the Matches.

When Fingus throws the Hot Bomb, it knocks the Carpet towards the castle Door, where a green hand grabs it.



54

6



Winkle enters the House with the boy in it, while Fingus stands near the upper-right House.



When the boy appears in the lower-right House, Fingus enters the upper-right House and catches the blighter from behind, taking the Ball (to beat).

7



With Winkle standing underneath the Basket, Fingus gives the Ball to the basketball Player who shoots...



Winkle jumps through the Basket, knocking the Ball into the Town Hall to make the Mayor come out. He tells them to see Tom, the master clock-maker.



8



Fingus knocks on the (top-right) Clockmaker's Door. Tom tells him to replace the clock's tick-tock with a melody to get the hourglass. (This game's bankers! — Ed)

9

Winkle pours Bottle onto Nymph to revive her (she flies up to right branch).



PLAYING TIPS

13

With Fingus standing on the rock (left of Stone), Winkle opens the Stone to release another Bee...



Fingus quickly jumps onto the Bee's back and takes a ride to the Nymph in the tree.



Fingus gives the Honey to the Nymph, who flies down to point out the correct Mushroom.



Winkle gets the Mushroom (it's one of the few things he won't eat!)...



When Winkle gives the Mushroom to him, Winkart opens the



When Winkle gives the Mushroom to him, Winkart opens the



When Winkle gives the Mushroom to him, Winkart opens the



When Winkle gives the Mushroom to him, Winkart opens the

PLAYING TIPS

16

VIVALZART



Fingus talks to Vivalzart, who tells him to put the Mushroom in his musical dream Machine.

Winkle puts the Mushroom in the Machine (Fingus just can't bring himself to do it).



Fingus operates the Machine (pressing the button on its side). It bubbles a bit, but the Machine is blocked by a Clothes Peg on its tube. Somehow the heroes must get onto the shelf...



17

Winkle reaches into the jar and gets a Worm.



18

With Fingus standing on the spring-trap (below Vulture), Winkle presses the shelf switch to send Fingus up to the cage of the Vulture, which peeks at him while he hangs on.



Winkle must quickly throw the Worm up to the Vulture, so Fingus can (automatically) grab the Meat before falling.



19

Fingus gives the Meat to the Piranha, which splits and the Barn.



20

With Fingus standing on top of the pedal-bin, Winkle gives the Barn to Vivalzart who goes to put it in the bin, catapulting Fingus up to the shelf in the process!



Fingus can now grab the Clothes Peg and the Glass Of Kindness.



21



In turn, Winkle and Fingus each fill the Bottle with the pollen from the Container, and drink it to make them disappear into a musical dream!



MUSICAL DREAM

22



Fingus uses the Clothes Peg on the Tube in order to prevent a jet of steam coming from above the top-left mushroom. Very nasty!

23



Winkle reaches into the left Headlight to grab the Drumstick from the drum-kit.

24

Fingus and Winkle jump on the Spring together (requiring careful timing) to open the Door in the left mushroom.



Fingus enters the Door and magically springs out of the top-left grinning mushroom.



56

AD • MARCH

25

Winkle enters the Hole to appear on the top-right mushroom.



PLAYING TIPS

Fingus stays put, while Winkle puts the Mosquito in the Headlight. It buzzes round the drummer, making him play...

28



Fingus catches the Note with the Flycatcher.

Fingus talks to the Guitalist, who plays a tune... Winkle uses the Flycatcher to grab the Note which settles near him (before it shatters).



26



Winkle enters the Hole to reach the top-right mushroom. Fingus uses Pump on Saxophonist to make him play...

29



Fingus jumps on the Spring. When the Pump appears above the left drum, Winkle reaches into the Headlight to grab it (requires careful timing).

30



Winkle uses the Melody on the clock (at top).

Fingus knocks on the Clockmaker's Door and talks to Tom, who gives him the Hourglass.

TOM



31



TRENCH



Both characters walk across and go through the Opening in the castle wall.

27



Fingus enters the Hole to appear on the top-right mushroom.



Winkle uses Pump on the Saxophonist and Fingus quickly uses Flycatcher on the Mosquito which appears.



With our two heroes now well on their way we'll leave 'em to it... unless you want more that is! In which case write in and we'll do more next issue!

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ROME AD 92

PLAYING TIPS

This hysterical historical mouse-driven epic offers options galore for the adventurous among you. Starting life as a humble slave, your ultimate goal is to become rich and ruthless. So, if you're down on your denaris, or can't seem to progress much further than flunky, here's a handy guide to the first two levels...



NAME: Sogerus Megadrius
AGE: 30
SEX: Male
DATE OF BIRTH: 63 AD
DATE OF DEATH: 92 AD
NO. OF CHILDREN: 0

Meet Sogerus Megadrius — a thoroughly rotten apple and all-round bad egg. Prevent him from murdering the Emperor and you could be rewarded...



4

Don't threaten the knife-thrower, though — you'll find him a little difficult to deal with...

Use the **THREATEN** option (found in **DO**) to extort money from weak Romans.



1

USE the scroll on Sogerus Megadrius, and in return he'll reward you with three coins



Buy the dice (for two Denari), rolled from your fellow citizens) by selecting the **PAY** option and clicking on the stall holder. Once she's given you the dice, repay the favour by **THREATENING** her, to steal the money back!

5



2

Wait until someone takes a dip, then select the **DO** icon. You'll find a **STEAL** option — select it to swipe a disguise! USE the toga to wear it...



7

Congratulations! Rome awaits you in your new guise as an everyday citizen. Wonder what the beer's like...



3

have (for a meagre Denari) an evil-looking dagger.

Select **DO** and click on the **PAY** box. Select the salesperson and you'll have

6

For a trifling three Denari, the boatman will take you to freedom. Speed is of the essence, though — leave it too late and you'll have an unavoidable, hot 'n' horrible death.



PLAYING TIPS

BE FLOWING BELLIES TURN TORRID BY FLAME. DOCTOR
HYPERLORD SCORCHES UP PARKS IN THE SPOTLIGHT!



It's best to use the RUN option for travelling, as you're up against a tight time limit. And hot lava from an overflowing mountain doesn't 'art sling a bit, you know

It's possible to follow Seguros through Rome to find out what he's up to. However, your time is better spent getting your bearings, as the overheard conversations act merely as plot additions, with little consequence.



LISTENING. NOW THEY THERE WILL BE A GLADIATOR MEET
TO A FIGHT WITH!

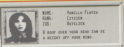


This guy announces important events, such as slave sales and gladiator tournaments, so take heed of his words and fiddle along to the appropriate verses.

LISTEN THIS CITY



Vanilla Flavia plays little part in the game, but offers accommodation for a negligible fee. If anyone finds out what purpose this serves, drop us a line. It's puzzled the daylight out of us.



Unconquerable is the one to see should you find an item too pricey. He can lend you up to 36 Conferences — essential for purchasing certain 'services'.



YOU'VE MADE THE BIDDING FOR SLAVES.
THIS MEANS YOU'VE ENTERED.



The Arena is the place for your most lucrative business opportunities. Simply purchase a slave from the Forum Sale and click USB to enter your competitor.

Flattens the Innkeeper is a compulsive gambler. Try joining one of his dice games (using the loaded ones purchased in the first level) to make some extra cash.



NAME: FLATTEN
RACE: CYCLOPS
JOB: INNKEEPER

HE IMMEDIATELY GAMBLES. TRY ONE OF HIS DICE GAMES.



Attempting to enter the palace without money will be viewed unfavorably by the guards. They're open to bribes, however.

Bidding for slaves is a simple affair. Just select 'BID' from the 'GO' option, and bid your uncle. Usually, you'll get the guy first time. Be advised to buy as many as you can (with all your borrowed money) to ensure success in the arena.



If you can't reach the third level now, you're either very unlucky or terminally puzzled. A quick tipette for the third level is to build your fort in open space — it's difficult to gain entrance with a hill blocking the door!



Once the combat's begun, you'll be able to sit back and watch the action. Fingers crossed, your slave should win. If he doesn't, you'll either have to wait for the next sale or enter another man (if you have one).



He who lives by the sword, dies by getting his torso ventilated by Irate Centurions! Mugging fellow citizens is a risky business, so don't do it...

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25-34	100	100	100	100	100
35-44	100	100	100	100	100
45-54	100	100	100	100	100
55-64	100	100	100	100	100
65+	100	100	100	100	100

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Age Group	Male	Female
18-24	10	10
25-34	80	70
35-44	60	50
45-54	40	30
55-64	20	10
65-74	10	5
75-84	5	2
85+	2	1

1975

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	Total	

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Card No. _____

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123 Software Ltd. 2400 First Office, _____ St., _____, _____

WAXWORKS...

EGYPTIAN PYRAMID



■ To kill the alligator first find the urn containing the embalmed organs on Level Two, then return to the 'gators' pool and smash the jar in front of him. When he crawls out to eat the entrails, hurl a spear at him!

■ Check out the screen shot in the 'Rich Pickings' reviews section to discover one of the correct combinations for the puzzle door. Or you can solve it by making each row add up to 18...

■ Knock out all the support beams on Level Three to reveal a secret room on Level Four. You'll find a tuning fork inside which you need to complete the Fifth Level.



■ On the Fifth Level you'll discover a mural depicting some snakes. This is, in fact, a secret door — just smash it with your sword to liberate the tile within...



■ The papyrus from Level One depicts all the lethal floor tiles on the Fourth Level. Avoid all tiles marked on the papyrus to survive.



■ Get the plank from the warehouse with the unlocked door on the Waterfront (in Wapping Lane) to bridge the gap to the Locksmiths — across the roof top from the clothes shop...



■ Either the Whistle or Shotgun can prevent you from getting mugged near The Ship Inn.

■ You need the rope from behind the Hardware Store to enter the Tailor Shop. Tie it to the chimney and lower yourself through the open window.

■ Use the sleeping pills to knock out the guard dog at the Pawn Brokers (you'll find 'em in the chemists). To get him to eat them, put the pills inside the meat you find behind the Butchers.

■ Give Willy The Dip the watch from the Pawn Shop, and he'll pick the pimp's pocket in the Bull Pub — furnishing you with the key to Molly's house... and her address book!



Accolade's massive mouse-driven adventure's been causing some huge headaches out there in Amigaland. After several heart-felt pleas of 'help!' from various corners of the country, we've responded with these general tips for three of the game's levels, and a complete solution to the 'Mines' section. Hope you dig 'em!

JACK THE RIPPER

PLAYING TIPS

THE MINES

Years of skullduggery with the dark forces have mutated your twisted sibling into a giant plant — it's your job to kill him, and his moonbeam minions! Encased in a network of mine shafts it's hard enough to even find him, so here's what to do:



4 Collect the gas bottle and mark from this dead welder for later use.



1



You begin this section in a broken elevator. Search the injured professor to find a screwdriver and cigarette lighter. You also need to collect the chemical sprayer, but don't bother fiddling with the damaged controls just yet.

2

2 Pick up the gift prop from here, you'll need it to stop the monster when you



The men
are
married
with

mutants. On encountering one, USE the chemical spray to defend yourself.



The mine cart is a problem. To stop it in its tracks you must **DROP** the pit prop, but only do this where indicated or you'll either get crushed or block the tunnels (you can't pass the cart once it's been halted). First drop the prop on the rails, then walk forward until the cart starts rolling toward you and lag it backwards rather sharply! Once stopped you'll find an iron bar inside — you need this to make your brothers' axes safe!

3

Many corridors are blocked by deadly vines. A quick sprint on the sprints will allow access, though — marked with a "V" on the map.



5 There are a collection of tools lying around the place, so you can take your pick!



Grab the electric cable from this
cannon position and use it for later.

10

Difficult:
to split,
you'll
find the wedding
barch at the end
of this corridor.



1 This dead engineer will provide you with a second hardier, a key and a toolbox.



12

12 It's dark down here! Carefully search this gloomy dead-end for the drill, then turn left to locate the drill bit which is stuck in a hole in the wall. There are a number of holes so keep trying till you get the right one!



6 Scrape the charcoal from this burned pit prop; you'll need it to make a filter for your gas mask.



7 Hit exactly the ace of spades, but it'll do!



Walk into the alcove and turn left to face the generator. Below the petrol cap is a small drainage plug. If you collected the screwdriver from the injured man in the lift you can remove the stopper and, by dragging the chemical sprayer quickly below it, fill it up with petrol. The quicker you replace the stopper the greater your chances of refilling the sprayer later on. Also, if you have the lighter, your chemical sprayer will now act as a flame thrower. Whoosh!

8

18



Oh, brother! Here's your mutated sibling in all his gory glory. He sure doesn't look like a pansy and, by gawd, he ain't! The Electrician will mend the lift controls enabling your escape after the Soldier has taken care of the explosives. Just make sure you're wearing the Protective Suit and Gas Mask (with hand-made filter system!) before entering the monster's lair — you'll first need to **USE** the Iron Bar as a weapon against the giant mutant, or his eyes will hypnotize you into inactivity and, eventually, death!

15

Gas Masks, a pair of Protective Suits and a couple of Molotov Cocktails. From here, go to Step No. 16, but remember to **TALK TO** the injured professor (in the lift) on the way. He'll ask you to fetch a doctor...

17

The delectable doc takes a while to heal the prof, so unlock the safety doors and close them before you leave her to it. This will protect them against attack while you make your way to the final showdown with your twisted twin.



PLAYING TIPS



These disgusting pods cause instant death if undetected.



These locations are marked with a 'P' on the map, so you should have no problems spraying them before they erupt in your face!



Swipe the First Aid Kit from this mangled medic, then **SEARCH** him to find a second bandage-chief and the key to the lift doors.

13



Now you've got the right gear you'll be able to open the steel cages. Click on the locks and select **CUT OFF** to gain entry. In



this one you'll find plenty of dynamite and a detonator.

14



Don't bother with the rubbish, but give the soldier all the equipment he needs to blow the mines up. In order to make the Gas Masks safe you need two pieces of Charcoal from Step 6. Wrap the Charcoal in the Handkerchiefs, and drag the Hankies over the Masks to provide adequate Filters. Wear a Protective Suit and Gas Mask yourself, then give one of each to the soldier. He'll give you a list of the equipment he needs — select the items from your inventory and simply drag them onto him. You'll need to fill the drill from



one of the bottles you've collected before he'll accept it, though, fussy wine! You can now give the medical kit to the Female Doctor, who will accompany you to the lift...

PLAYING TIPS

CEMETERY

This handy map shows the key locations in The Cemetery.

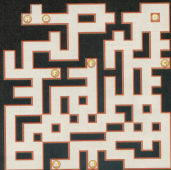
■ Remove the heart from the Dead Girl then summon your Uncle. He'll exchange it for a whack of Hit Points.

■ Kill the Vampire by sharpening the stake and using it as a weapon against him. But be quick!

■ Collect the Bread from the altar and take it to your ancestors — then get Uncle Boris to cast a spell...

- A Starting Point
- B Gardener (Scythe)
- C Iron Bar
- D Family Tomb
- E Dead Girl (Heart)
- F Wooden Stake
- G Church
- H Vampire

■ Always attack the zombies arms first, then go for the head. If you decapitate the beggars they still keep attacking you!



A



Starting Point

B

Gardener (Scythe)



D



Family Tomb

F



Wooden Stake

H



Vampire

C



Iron Bar

E



Dead Girl (Heart)

G



Church

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STREET FIGHTER II

What a really excellent conversion of the classic coin-op this is. It even outdoes the Super Nintendo version with the inclusion of car-smashing and barrel-breaking subgames. It's a tough game, though, so we've compiled this comprehensive playing guide, showing you how to beat every single opponent — using any of the eight fighters!

GUIDE



Forces team. Uses a blend of karate and street fighting.

SPECIAL MOVES

Sonic Boom: wall of energy created by swinging his arms.
Overhead Flash Kick: powerful defense against aerial attacks.

Learned to fight while training for an American elite special



tries all his flashy kicks. Jump to avoid fireball attacks and wait for a chance to throw him.

VS RYU/KEN

■ Computer Ryu can easily be defeated by dropping him with an over-shoulder throw, then finishing him off with more throws and punches.

The more aggressive Ken is trickier. Stay back and pick him off as he



VS RYU/KEN

■ Easy against computer, hard against a good player. Stay in the air and don't get too close — use one hundred kicks if they corner you.



CHUN LI

Compensates for her lack of strength with quickness and agility. Very good in the air. **SPECIAL MOVES**

One Hundred Kicks: ultrafast repetitive kicking.
Spinning Bird Kick: spectacular overhead kick, upside down with legs spinning! (As seen on TV! — Ed.)



VS M. BISON

■ Wait for him to approach, then attack quickly with sonic booms and flash kicks.



VS SAGAT

■ Use flash kicks and long leg sweeps. Don't trade punches, but throw him if you get the chance.

VS CHUN LI

■ Stop her from getting close by using sonic booms and strong kicks. Only go for the killing throws when she's lost much energy.



VS VEGA

■ Your only chance is to stay airborne, using long kick jumps and the mid-air throw.



VS BLANKA

■ Quick throws are best. If he tries his electric defense, zap him with a sonic boom!



VS E. HONDA

■ With good timing you can throw the fat guy all over the place. The only danger is his thousand clap attack.



VS E. HONDA

■ Fatty defends well against flying kicks, so try quickly brawling either side of him and throwing when you get the chance.



VS BLANKA

■ A toughie. Watch out for his rolling ground attacks and jumping flip kicks. Wait till he electrifies himself, then foot-stomp on him (you won't get tired).



VS BALROG

■ Wait for an opening, then use throws and punches. Block any attacks, though — are good hit and you're dead.



VS DHALSIM

■ The bendy fellow relies on long-range attacks, so get in close and use some fast throws and punches.



VS ZANGIEF

■ Get in close, keep throwing him, not giving him a chance to counter. If you mistime an attack, fall back and blast him with sonic booms until you can get close again.

**VS GUILTY**

■ Truly, as he equals you in aerial power. Use hit-and-run tactics and bounce around the walls to confuse him.

**VS DHALSIM**

■ Keep on the attack — don't give him any time to counter. Try some mid-air strong kicks.

**VS VEGA**

■ Can beat you in the air with his flying leg attack. Try using solid defensive tactics and the occasional spinning bird kick.

**VS SAGAT**

■ Wait till he gets close, then go for his tiger uppercuts. Watch out for his tiger uppercuts.

**VS M. BISON**

■ Lure him into an attack, then hit him in mid air. When you get the chance, throw and kick him like mad.

VS ZANGIEF

■ Use spinning bird kicks and throw him when he's dazed. Don't let him get hold of you.

**VS BALROG**

■ When he comes close, jump up and strong-kick on the way down. Once he's on his back, follow him across the screen with medium punches before throwing him.

THE CHEAT!

■ Yes, now two players can select the same character for truly equal contests. First, select a two-player game between any two characters. Pause the game and type in "TKDS" and the screen border should flash yellow. When you return to the main menu, you'll both be able to choose the same fighter, eg Guile Vs Guile, Blanka Vs Blanka.

Thanks to Ricky Porter of Birmingham for his well-tid tip.

**VS VEGA**

■ Time your fireballs so he lands on them. Stay back and try to run down the clock. When he jumps off the fence, dragon-punch him.

**VS GUILT**

■ Against computer, immediately walk right and throw him. Don't jump-kick — his flash kick's better. Don't get too far away or he'll use his sonic boom.

**VS BLANKA**

■ Easy to throw. Just keep out of range from his long sweeps and punches. If he goes electric, fireball him.

**VS E. HONDA**

■ Keep him at a distance using fireballs. If he jumps towards you, do a leg sweep. Don't try flying kicks.

**VS CHUN LI**

■ Don't attack or use fireballs. Against computer, use strong uppercuts as she jumps at you. Versus a player, wait till she jumps, move underneath her, and short-kick or throw her.

**VS ZANGIEF**

■ A cinch. Against computer, jump up and down using strong roundhouse kicks in the air.

**VS M. BISON**

■ Block his attacks, and counter when you see an opening. Dragon punches, hurricane kicks, and short kicks are best — not fireballs.

**VS SAGAT**

■ Duck at the start and use strong leg sweeps. If he tries a tiger uppercut, move beneath him and strong-leg-sweep as he lands.

**VS BALROG**

■ Dead easy. Immediately go for a long hurricane kick to daze him. Throw or dragon-punch, then do a couple of short sweeps for a perfect victory!

**VS DHALSIM**

■ Keep your distance and use fireballs on his extending limbs. If he tries a spinning drill, hit him with a fireball. If he does a fire or flame attack, leap over him and attack from behind.

RYU/KEN

These karate kids have essentially the same range of moves, so tactics are identical.

SPECIAL MOVES

Psycho Fireball: easy to perform and very damaging.
Hurricane Kick: his spinning kick's a great way to get quickly across the screen.
Dragon Punch: hard to execute, but virtually unstoppable.

EDMOND HONDA

VS. HONDA



The gigantic Sumo wrestler is remarkably quick for his size. Virtually unbeatable in a ground battle.

SPECIAL MOVES

Thousand Head Slap Ultrafast slapping is a good defense.
Super Head Butts most effective at short range.



VS. RYU/KEN

Use the overhead chop on their flying attacks. Move in and smash them with strong punches and kicks.



VS. BLANKA

Give him plenty of slaps and chops. When he approaches, punch and kick him till he's dazed.



VS. ZANGIEF

Wait for your chance and thousand-slap him to death. Or for the occasional throw, but don't get too close.



VS. CHUN LI

Defend against aerial attacks with overhead chop. Attack when she's on the ground — your superior strength will tell.



VS. GUILLE

He's very quick, so keep your defense up. Surprise him with the occasional flying head butt.



VS. DHALSIM

Try to jump in close — he's a wime at long range, but once in a corner he's a pushover.



VS. BALROG

Just thousand-slap him to death — the thicks'll keep walking into them!



VS. VEGA

The cowardly wime usually keeps his distance. When he does get close, kick him. Run the clock down if necessary.



VS. SAGAT

Get in close or his energy waves'll kill you. Lay into him with everything you've got, and don't stop.



VS. M. BISON

The patient: wait for him to come to you. Block his attacks and counter with slapping.

ZANGIEF

The tallest fighter has no missile attacks, but compensates with sheer brute force.

SPECIAL MOVES

Spinning Clothesline during this whiny noise, he's immune from missile attacks.
Spinning Pile Drivers spin the opponent head-first into the ground!



VS. BLANKA

Spinning pile drivers are very effective. Or try some roundhouse leg sweeps and leaping kicks.



VS. RYU/KEN

Defend against fireballs and hurricane kicks with a spinning clothesline. Use the spinning pile driver to crush 'em.



VS. SAGAT

It's hard to avoid his fireballs, so get in close and use leg sweeps to knock him down. Follow up with a powerful throw.



VS. M. BISON

Blocking his combinations is the key to success. Use leg sweeps to keep him at bay, and get him with a pile driver when he falls.



VS. CHUN LI

You can't match her agility, so wait for her to attack, then do a spinning clothesline. Throw her if you got the chance.



VS. GUILLE

Don't take him on in the air. Use knee dives and strong leg sweeps after his flash-kicks. Repel sonic beams with the spinning clothesline.



VS. VEGA

Defend like mad, and keep him at bay with leaping kicks and leg sweeps. If he gets too close, do one of your devastating throws.



VS. BALROG

Dodge his punch, then double-kick and throw. Time your spinning pile driver to grab his arm and squash his skull.

VS. DHALSIM

Use spinning clothesline to defend against his drill attack. Use leg sweeps to stop his bendy attacks. Get in close and bite him.



BLANKA

BLANKA



The Brazilian moonster is one of the best all-around fighters.

SPECIAL MOVES

Electricity: channels

1,000 volts through his body, shocking any opponent who dares to touch! **Rolling Attacks:** rolls himself into a human cannonball to blast over enemies.

VS E HONDA



Use your superior reach. Don't jump in the air; use leg sweeps to knock him down. Counter thousand slaps with electricity, and do a rolling attack if you get him in a corner.

VS CHUN LI



There's only one way to defend against her stunning aerial attacks: electrify yourself to freeze her!

VS ZANGIEF



Don't trade blows — use leaping kicks and strong punches to keep him away.

VS GUILE

Don't attack from the air; his flash kick's too dangerous. Use plenty of leg sweeps. If he jumps at you, wait electricity.



VS SAGAT



Duck under his energy waves and punch him in the knee. If he gets too close, throw and then flame him.

VS M BISON



Nasty. Kick him when he's close, and keep blocking. Counter when his guard's down.

PLAYING TIPS

VS BALBOO



Immediately move left, blocking his attacks. When you see an opening, try a rolling attack. Follow up with a bite.

VS VEGA



Keep your distance and go for long-range kicks. When he leaps off the fence, electrify him.

VS SAGAT



Dodge his missile attacks and go for his weak legs. Try a double knee lift when in close.

VS M BISON



When he tries a torch attack, electrify yourself. Don't even think about a rolling attack. Use strong punch and kick combinations.

VS E HONDA



Yoga flames and fire work well — but has difficulty jumping over them. Or try sliding attacks.

VS CHUN LI



Block her aerial attacks. Use the slide attack when she's on the ground.

VS GUILE



Don't stick your arms and legs out, or they'll be flash-kicked. Try getting him in a headlock and giving him plenty of nugs.

VS BALBOO



Punch him in the gut to keep him at bay, before going for some drill attacks. Finish him off with fire-flames.

VS VEGA



Hard to match in the air. Wait to catch him off guard with some yoga flames.

VS RYU/KEN

Punch them from long range, then jump in with a flying drill. Slide underneath fire-balls.

VS ZANGIEF

Come towards you. Use fire and flame to keep him at a safe distance.

SPECIAL THANKS

■ To Chris 'Ace' Rice of our sister mag N-FORCE (the magazine for Nintendo gamers) for helping us to compile the ultimate Street Fighter II guide. Thanks, Chris: now we can beat you up!



VS BLANKA

He's fast, so watch him. Use fire whenever he turns into a ball or electrifies. Give him some nugs.

DHALSIM

Through meditation, he can control his body and extend his limbs for long-range attacks.

SPECIAL MOVES

Yoga Fire: a ball of energy that flies anything in its path.

Yoga Flame: devastating fire-breath attack — must be all those curries he eats!

DHALSIM

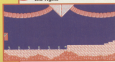


Lemmings LIFELINE

Don't do it! It's not worth it, no matter which level of Lemmings you're completely stuck on! The one and only Lemmings Lifeline will help you sort out your problems and put you back on the road to sanity. This month, we've had a couple of letters from Mrs A Wilson and Nick Slinger, begging for help on Tricky Level 19 of the original game, aptly titled *Postcard From Lemmingland*. If you need help, write to *Lemmings Lifeline*, AMIGA FORCE, Eurogoss Import, Ludlow, Shropshire SY8 1JW, enclosing your name, address, and the name and code of the level you're stuck on (either from the original game, or the later levels disk), and we'll sort it out.

1

Turn the first guy into a climber and a parachutist (this is for later). He'll climb up the first wall and walk to the right.



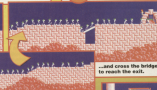
2

Just as he reaches the edge of the pit, turn him into a vertical digger — but not so early that he leaves a column of ground between his digging and the pit!



3

When he's dug a short way down, turn him into a builder. You should time it so that his bridge just ends below the ledge.



...and cross the bridge to reach the exit.

6

Mumab! But hold on, we've forgotten someone! Yes, our intrepid bridge-building, tunnel-digging hero continues walking left until he reaches the leftmost pillar. This he climbs and, when he reaches the top, parachutes safely to earth before walking right to join his pals at the exit. Yeeves!



POSTCARD FROM LEMMINGLAND (CODE: CCKINHSF)

This Tricky level is harder than a lot of the later ones.

Though you've got plenty of climbers and parachutists, there are no blockers or bombers, and only one of each digger and a solitary builder. The main difficulty is that you have to get every single Lemming to the exit.

SUCCESS!

4

After he's finished his bridge he'll turn round, climb up the wall, and continue walking left.



5

Just before he gets to the end, turn him into a diagonal digger (pickaxe). Good timing is needed: too early and he'll continue digging through the floor too late and he won't dig low enough down.



6

Get it right and his friends will be able to walk up the slope he's created...

CUT-OUT 'N' CHEAT!

CHEAT CARDS

Are you still searching through old mags for these cheats you need now? — CUT IT OUT! 'Cuz that's just what you can do with these handy cheat cards, then store them with the relevant games for ease of use.



CHEAT CARDS



1. ACTION FIGHTER
2. AFTERBURNER
3. ARCHIPELAGOS
4. ARKANOID
5. ATOMIC ROBOKID
6. BATMAN: THE MOVIE
7. BOMBUZAL
8. CARRIER COMMAND
9. DRAGON BREED

1	2	3
4	5	6
7	8	9

ARCHIPELAGOS (Legends)

An odds well worth getting your hands on, this 3-D strategic slunner draws you in with its intense, exotic atmosphere. When choosing the starting level, enter 8421 and press Return twice. You can now choose any level from 1 to 9999.



AFTERBURNER (Hi System)

Peer attempt at converting the crazy hydraulic coin-op — maybe it wasn't worth trying. Pause the game, type THUNDERBLADE, and unpause. Now press: G — extra missiles, H — extra lives, x — back a level, z — forward a level.



ACTION FIGHTER (Klax)

Medicine Spy Hunter variant, featuring vertically scrolling blasting/racing and a bike that transforms into a car. Type in ZBACKDOOR on the high-score table to get infinite lives and energy.



BATMAN: THE MOVIE (Hi System)

One of the better comic conversions made, turning fly scenes into varied game sections — the 3-D driving's particularly well done. On the title screen, type AMB, then keep pressing it until the screen flips. You now have infinite lives, and F12 advances a level.



ATOMIC ROBOKID (Unauthorized)

Slow and glitchy, this strange horizontally scrolling shoot-'em-up is no technical masterpiece, but it's still mildly playable. To gain invincibility, type TUESDAY 14TH on the title screen.



ARKANOID (Hi System)

As Breakout games go, this one's pretty playable. Not one to impress your friends with, though. For an extra 33 levels, press F3 for a one-player game, or F4 for two players (instead of F1 and F2).



DRAGON BREED (Unauthorized)

A fair conversion of the old Iron coin-op, this horizontally scrolling blast isn't one of the top shoot-'em-ups around. For infinite lives, pause the game and type ITEM. Pressing H allows you to skip levels.



CARRIER COMMAND (Klax)

A milestone in Amiga software, this epic hybrid of strategy and 3-D action is a great buy on budget. Pause the game and type GROW OLD WITH ME to obtain invincibility. The cheat can be toggled on/off with the + and - keys.



BOMBUZAL (Language Workshop)

Level codes:
BOSS — B BOMB — 44 GOLF — 73
ROCK — 18 SHIP — 44 GOLD — 88
RACE — 18 LEAD — 44 PALM — 84
TREE — 20 TAP — 52 LOCK — 82
SAND — 20 SAND — 64 WOLF — 68
BIRD — 32 RILL — 88 BIRD — 100
SAND — 140



CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



amiga
force **DRAGON SPIRIT**



amiga
force **ESWAT**



amiga
force **F-20 HELIXOR**



amiga
force **FALCON**



amiga
force **FULL CONTACT**



amiga
force **IRONHELM II WOLF**



amiga
force **JUMPIN JACKSON**



amiga
force **KICK OFF 2**



amiga
force **KLAX**



CHEAT CARDS



10. DRAGON SPIRIT
11. ESWAT
12. F-29 RETALIATOR
13. FALCON
14. FULL CONTACT
15. INTERNATIONAL ICE HOCKEY
16. JUMPING JACKSON
17. KICK OFF 2
18. KLAX

10	11	12
13	14	15
16	17	18

F-29 RETALIATOR (Atari)

One of the most accessible, and playable, flight sims around. Hopefully it'll eventually come out on budget.

Enter your name as **CHARL** and you'll be able to fly any mission with an unlimited supply of weapons.



ESWAT (MS-DOS)

He's what? Another glitchy conversion of an obscure coin-op? Yuck!

The programmers are obviously KLF fans, though. Pause the game and type in **JUSTIFIED ANCESTORS OF MU MU** for infinite lives.



DRAGON SPIRIT (Atari)

A fairly poor vertically scrolling blaster, even on budget. Mind you, the coin-op wasn't exactly a classic.

Pause the game, type **DRAGONHEAD**, and press F10. You can now choose your level by pressing the relevant number.



INTERNATIONAL ICE HOCKEY (Atari)

Simplistic simulation of the tough sport — fans are better off waiting for Electronic Arts' conversion of their excellent Mega Drive game.

Whenever you score, pause the game until the music stops. You're then given some extra points.



FULL CONTACT (Atari)

This martial-arts masterpiece is a great buy on budget. And trust those nasty Team 17 guys to come up with a strange cheat mode...

During play, type **GAFTWIDDCRFYTGBYNNUM** to make your opponent drop dead.



FALCON (Atari)

A sound flight sim, but then there are so many better ones around (especially F-19 Stealth Fighter).

Hold down Shift, Ctrl and X to enable in-flight re-arming — we wonder if this will ever happen in real life?



KLAX (Atari)

One of the most compulsive puzzlers around, this really gets you in a frenzy with all those bricks rolling down at a rapid rate. Now's this for a simple cheat, though? Just press 3 to skip a level, and 4 to go straight to the last level!



KICK OFF 2 (Atari)

This footy favorite's been superseded by Sensible Soccer, but some devotees still insist it's the best.

Cheat against computer opponents by substituting their goals with an outfield player. It's just not cricket — it's football actually!



JUMPING JACK SON (Atari)

Do that funky mutant jump around the square to collect the rewards — and play on to assemble the groovy soundtrack!

Good fun, there are some level codes:
3 — ROCKWELL 5 — ROBES
13 — ELVIS



CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



CHEAT CARDS



19. LAST NINJA 3
20. LOGICAL
21. NEBULUS
22. NINJA WARRIORS
23. PIT-FIGHTER
24. RICK DANGEROUS
25. THE RUNNING MAN
26. SHADOW OF THE BEAST 2
27. STARGLIDER 2

19	20	21
22	23	24
25	26	27

NEBULUS

(Atari)

One of the all-time classics, maybe this innovative 3-D puzzler will come out on budget.

For infinite lives, type HELLOJUMP on the title screen. Press F1-8 to choose your starting tower.

LOGICAL

(Intellivision)

This perplexing puzzler gets a bit laborious, moving all those balls around. To avoid losing your marbles, try this...

Typing IN THE FINAL CUT takes you to the construction kit.

LAST NINJA 3

(System 3)

The best of a great series, this is an engrossing mixture of puzzles and beat-'em-up action.

Here are some level codes:

- | | |
|----------|----------|
| 1 — SUSS | 4 — BASD |
| 2 — IMED | 5 — NYOS |
| 3 — URTI | 6 — RECO |

RICK DANGEROUS

(Atari)

One of the funnest and most playable platform games of all time, this is an absolute steal on budget.

On the high-score table, enter your name as POCKY, and you can restart on the highest level already reached.

PIT-FIGHTER

(Atari)

Some reckon this is a poor coin-op conversion. We disagree! It's great fun with two players, and a snip on budget.

Type LOBSTERS during play, then 1-10 to skip levels. Pressing C takes you to the championship level; L to the elimination round.

NINJA WARRIORS

(Atari)

Press Caps Lock, type CHEDAR, then turn Caps Lock off again. This gives you 100 lives. Alternatively, replace CHEDAR with a SMALL STEP FOR MAN — jumping character (ungolf screen). EYLE — sword master. MOHTY PIRI (A) — grapple with footprints. SCOPY — grapple launcher. STEVE ALVIN — press B for slow motion. THE TERMINATOR — body parts explode when you die!

STARGLIDER 2

(Atari)

The game that made many folks buy an Amiga, this 3-D space slammer has a wonderful atmosphere.

When you start playing, press P to bring your ship to a halt — when it's moved, press the game. Type WERE ON A MISSION FROM GOD and press 1. Pressing K re-arms your ship.

SHADOW OF THE BEAST 2

(Atari)

The gameplay's not as shallow as in the original, but it still fails to live up to the snazzy sound and graphics.

Wait right till the referee appears, press A, and type IN TEN FEET. You now have infinite lives (No!).

THE RUNNING MAN

(Atari)

A fittingly poor conversion of the 1976 Schwarzenegger movie, with boring beat-'em-up action and a hero who smiles, rather than roars! For infinite energy, get a high score and enter your name as SdlSdlSdl.

CUT-OUT CHEAT!

Just cut out the coupons to
keep in your game box!

CHEAT CARDS



CHEAT CARDS



28. **STEG**
29. **STRIDER 2**
30. **SUPERCARS 2**
31. **SUPER HANG-ON**
32. **SWIV**
33. **TRODDLERS**
34. **TURRICAN**
35. **VAXINE**
36. **VENUS THE FLYTRAP**

28 29 30
31 32 33
34 35 36

SUPERCARS 2 (1991)

This superb overhead racer features a split-screen two-player mode for frantic, competitive competition. An absolute bargain on budget.

To cheat, enter Player 1's name as WONDERLAND; Player 2's as THE BEAR.



STRIDER 2 (1990)

This "sequel" to the coin-op sensation was made up by US Gold (there was no Strider 2 coin-op), and it's a not much top. Play the game, then type in SWIFT. Press E, D or hold the left Shift key and Help for infinite lives.



STEG

(Code Masters)

Technically it's not that good, with some very jerky scrolling, but this is an innovative and playable little game.

Here are some level codes:

- | | |
|---------------|----------------|
| 1 — ROSEWOOD | 8 — LILLYTRAP |
| 2 — ROCKWOOD | 9 — LILLYTRAP |
| 3 — ROSEWOOD | 10 — LILLYTRAP |
| 4 — ROSEWOOD | 11 — LILLYTRAP |
| 5 — ROSEWOOD | 12 — LILLYTRAP |
| 6 — ROSEWOOD | 13 — LILLYTRAP |
| 7 — ROSEWOOD | 14 — LILLYTRAP |
| 8 — ROSEWOOD | 15 — LILLYTRAP |
| 9 — ROSEWOOD | 16 — LILLYTRAP |
| 10 — ROSEWOOD | 17 — LILLYTRAP |



TRODDLERS (1990)

This Lemmings-inspired samurai-up was knocked by some other bugs. Don't believe a word of it — it's a great game.

Yet more level codes:

- | | |
|----------------|----------------|
| 40 — FIRSTLAND | 80 — NARCONOM |
| 50 — LOSTLAND | 90 — GOODLUCK |
| 70 — RUMBLEHOT | 99 — HEAVYDEUT |



SWIV (1990)

The best vertically scrolling blaster available features nonstop, frenetic action — enabled by a continuous loading system. Great with two players. Pause the game and type NCC-1701 for infinite lives.



SUPER HANG-ON (1990)

As any biker'll tell you, they don't make 'em like they used to. This is a perfect example: a golden-oldie racer with plenty of pep.

The ultimate cheat is to equip your bike with guns: to do this, enter your name as TROJ on the high-score table.



VENUS THE FLYTRAP (1990)

The level codes are:

- | | |
|-------------|--------------|
| 1 — MAHTIDS | 5 — SATYRID |
| 2 — CICADAS | 6 — LYCAEMID |
| 3 — PYLIDES | 7 — PYRALID |
| 4 — PIERIDS | 8 — NOCTUID |

Or type in these cheat codes for extra weapons: MERCURY, MARS, JUPITER, SATURN, and PLUTO.



VAXINE (1990)

Weird 3-D shoot-'em-up where you shoot bats. It can get very frustrating...

During play, type WILDBEREST, then F1 to skip a level, F3 to skip ten. You can also press F2 to go back a level, and F4 to go back ten.



TURRICAN (1990)

Some (wings) reckon the levels are too big as this epic arcade experience. Huge superbaddies make excellent use of the Blitter chip.

To gain 99 extra lives, enter your name as BLUESMOON on the high-score table.



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LOTUS ESPRIT TURBO CHALLENGE

Even more playable than its two classy siblings, this is the two-player driving game. The rollercoaster 3-D action is superb, the competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.



THREEBIES!

SWITCHBLADE

A cracking arcade adventure with the hero punching and kicking baddies gone as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as until removes the risk of backsliding in the extensive underground levels.



MANIX

A souped-up variation of the classic Q-Bert clone, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



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NEXT MONTH

COMING NEXT MONTH AND EVERY MONTH!



Roy Green never before in his life had anticipated such an opponent. Cut, trained and torn from a relentless battle with the fearsome M Bison, the humiliation of defeat and possibly even the skeletal form of the Grim Reaper loomed in the periphery of his mind's eye.

"If only you'd bought **AMIGA FORCE**," vented a pining individual. Through blood-soaked papers, Roy roared angrily and recognised the figure as Heide, star of Millennium's *Romeo & Juliet*. "If I'd have bought a lesser magazine," continued the kindly dressed Roman, "I should still be a slave and probably a dead one at that. Thanks to the tips contained in issue 3, I'm a valued member of the community, as well as financially solvent. If you'd taken the time to look as well, you could have used the four-page Street Fighter II guide to help you in your competition."

Steady, the warning proved to be far too late, as Roy was struck down by his obviously **AMIGA FORCE**-reading opponent before he could finish his subtle application.

However, there's no need for the same thing to happen to you! **AMIGA FORCE** is the magazine to read if you want informative (and useful) game-busting news and action. For example, issue 4 will contain...



THE CHAOS ENGINE

Hopefully, this violent wonder will be ready for review next month (we won't review it if it's not finished). Shooting things has always held a special attraction with us, and this Bitheap Brothers production looks set to fuel the office bloodlust yet again. **Report!**

LEMMINGS 2 — TRIBES

They're back! Funny, irresistible and terribly suicidal, the Lemmings are dying to be reviewed in **AMIGA FORCE**. With a plethora of new skills and abilities, the mischievous little blighters will have you bearing your hair out again (if you've got any left after the first game!).

PLUS...

All your favourite sections: Going Public, Lemmings Lifeline, Rich Pickings, Budget Bargains, Tips, (steps for breath) basically, all you need to fulfil your gaming-playing need!



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